

BOOK of GAMES

COMPUTER
VIDEO
GAMES

FLESHscan

TERMINATE ♦♦♦♦

ANDROID
CONFIRMED
TARGET
LOCKED ♦♦♦

CONTENTS

Cover by
Jeff Riddle

A WORD FROM



THE EDITOR

Hi there, gamers, it's time for another bumper Book of Games just in time to stop you getting bored during the summer holidays.

We think we've come up with another interesting and entertaining selection of programs sent in by our readers.

Besides being fun to play, they'll hopefully help you improve your programming skills.

All the games have been tried and tested by our team of reviewers. Bugs should be few and

far between — but if you have any problems, don't hesitate to call C&VG's Bug Hunter who will try and solve your problems.

And if these listings have inspired you to try your hand at coming up with a game of your own, we may be able to publish it.

METEOR *CBM 64*

The star fleet has been destroyed and your ship is the only survivor. Now a meteor storm strikes. Can you make it back to the Mother Ship?

4

KEYCHASE *BBC*

Find the scattered keys to unlock the door to success. But beware the Pacmen who are bent on your destruction.

8

BREAKOUT *UNEXPANDED VIC 20*

Another brick in the wall and a whole lot of points to be won by breaking out.

10

SPECTRANAUT *AMSTRAD*

Your space shuttle runs out of fuel and is forced to crashland on a hostile planet. But to collect more fuel you must brave the planet's perils.

12

RED FRED *SPECTRUM*

Snake Alive! Red Fred's in peril as he jumps from block to block parrying his pyramid. Will the snake and the bouncing ball beat him?

15

POWERBOAT *ATARI*

Oh Buoy! High speed action as you collect the yellow buoys but steer clear of the red ones.

18

TIMEBOMB *UNEXPANDED VIC 20*

Time ticks on. It could be seconds before it explodes. But having defused one bomb another appears. Can you keep your nerve?

20

SKYWALKER *BBC*

Test your skills with a Light Sabre against deadly bolts of energy. Quick wits are needed in this skirmish.

22

CATERPILLAR *AMSTRAD*

Creepy-crawly capers among the mushrooms. The more you eat, the more you score.

26

SHOWJUMPING *ATARI*

Test your horse sense. Have you the skill to guide your trusty mount over the jumps?

28

SEWER RATS *CBM 64*

Venture down into the rat-infested sewers. But watch out that they do not make a meal of you!

30

ROCK FALL *SPECTRUM*

Diamonds may be forever but you won't be as you hunt these precious stones in a rock fall.

32

SEND US YOUR GAMES!



Have you written a games program that you'd like to see printed within C&VG? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Fenington Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our

"to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:

Machine make Model:

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc) needed to run it:

Author's Christian name: Surname:

Address:

..... Tel: Date:

Type of game: (If original please say so)

Loading instructions:

Game instructions: (If not included in the listing)

Office use only

Date received: Evaluator's comments

Acknowledgement sent: ☐ Good enough to publish ☐

Name of evaluator: Needs some tidying up ☐

Date sent out: Not worth publishing ☐

Date due back: Same game already published on this micro ☐

Needs to be returned to author for alterations. ☐ Date sent:

Due to be published in... issue of magazine. Wouldn't load ☐

C8764

```
581 POKE U1,194:POKEU1-1,160
582 U1=U1-1
588 IF U1>=1053 THEN U1=1024
590 REM ** SEE IF SPRITE HITS NOTTEM **
600 IF R1>=255 THEN R1=30:SC=SC-10:GOSUB
1540:GOSUB1190:POKEV-2,X1:POKEV-3,R1
610 IF R2>=255 THEN R2=30:GOSUB 1540:GOS
UB 1200:POKEV-4,X2:POKEV-5,R2
620 IF R3>=255 THEN R3=30:GOSUB 1540:GOS
UB 1210:POKEV-6,X3:POKEV-7,R3
630 IF R4>=255 THEN R4=30:GOSUB 1540:GOS
UB 1220:POKEV-8,X4:POKEV-9,R4
640 IF R5>=255 THEN R5=30:GOSUB 1540:GOS
UB 1230:POKEV-10,X5:POKEV-11,R5
650 IF R6>=255 THEN R6=30:GOSUB 1540:GOS
UB 1240:POKEV-12,X6:POKEV-13,R6
660 IF R7>=255 THEN R7=30:GOSUB 1540:GOS
UB 1250:POKEV-14,X7:POKEV-15,R7
```

```
570 REM ** CHECK FOR SPRITES COLLISION **
680 IF (PEEK(V+30)AND1)=1 THEN GOSUB 127
0:GOSUB 1320
690 IF (PEEK(V+30)AND1)=3 THEN GOSUB 127
0:GOSUB 1330
700 IF (PEEK(V+30)AND1)=5 THEN GOSUB 127
0:GOSUB 1340
710 IF (PEEK(V+30)AND1)=9 THEN GOSUB 127
0:GOSUB 1350
720 IF (PEEK(V+30)AND1)=17 THEN GOSUB 127
0:GOSUB 1360
730 IF (PEEK(V+30)AND1)=33 THEN GOSUB 127
0:GOSUB 1370
740 IF (PEEK(V+30)AND1)=65 THEN GOSUB 127
0:GOSUB 1390
750 IF (PEEK(V+30)AND1)=129 THEN GOSUB 127
760 REM ** POSITION SPRITES ON SCREEN *
770 POKE V-21,255
780 POKE V-40,255
790 POKE V-0,X
800 POKE V-1,Y
810 POKE V-2,X1
820 POKE V-3,R1
830 POKE V-4,X2
840 POKE V-5,R2
850 POKE V-6,X3
860 POKE V-7,R3
870 POKE V-8,X4
880 POKE V-9,R4
890 POKE V-10,X5
900 POKE V-11,R5
910 POKE V-12,X6
920 POKE V-13,R6
930 POKE V-14,X7
940 POKE V-15,R7
950 POKE 58296,SOUND:POKE A1,128:POKE S1
128:POKE W1,129:POKE H1,5:POKE L1,R1
```

METEOR BY ALLAN SHORTT

```

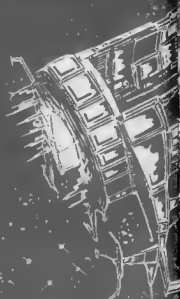
960 IF ENN<1 THEN 1310
980 GOTO 490
990 PRINT"[CLEAR]":
1000 REM ** MAKE UP EACH SPRITE **
1010 V=53248
1020 POKE 2040,13
1030 FOR S=0 TO 62:READ 0:POKE 832+S,0
1040 NEXT S
1050 RETURN
1060 POKE 2041,14:POKE 2042,14:POKE 2043
,14:POKE 2044,14:POKE 2045,14
1070 POKE 2046,14:POKE 2047,14
1080 FOR S=0 TO 62:READ 0:POKE 896+S,D:M
EXT
1090 RETURN
1100 DATA 64,0,2,64,0,2,228,0,7,224,0,7,
160,0,5,160,0,5,160,24,5,160,24,5
1110 DATA 240,24,15,176,60,13,184,126,29
,184,91,29,190,91,125,254,126,127
1120 DATA 255,255,255,191,255,255,191,25
5,253,223,255,253,223,231,143
1130 DATA 103,231,206,63,195,252
1140 DATA 3,228,0,3,254,0,7,255,0,15,255
,224,31,255,240,63,255,224
1150 DATA 63,255,224,63,255,252,127,255,
254,127,255,254,127,255,254
1160 DATA 127,255,252,127,255,252,63,255
,252,63,255,248,63,255,224
1170 DATA 30,255,192,6,127,224,0,63,128,
0,6,0,0,0,0
1180 REM ** POSITION SPRITE AT RANOOM **
1190 X1=INT(250*RND(1)+1):RETURN
1200 X2=INT(250*RND(1)+1):RETURN
1210 X3=INT(250*RND(1)+1):RETURN
1220 X4=INT(250*RND(1)+1):RETURN
1230 X5=INT(250*RND(1)+1):RETURN
1240 X6=INT(250*RND(1)+1):RETURN
1250 X7=INT(250*RND(1)+1):RETURN
1260 GOTO 490
1270 ENN=ENN+1
1280 IF ENN<1 THEN 1320
1290 PRINT "[HOME]":TAB(37):ENN
1300 RETURN
1310 REM ** MOVE SPRITE TO TOP OF SCREEN
1320 POKE V+0,X:POKE V+1,Y:RETURN
1330 POKE V+2,30:POKE V+3,20:RETURN
1340 POKE V+4,60:POKE V+5,20:RETURN
1350 POKE V+6,90:POKE V+7,20:RETURN
1360 POKE V+8,100:POKE V+9,20:RETURN
1370 POKE V+10,110:POKE V+11,20:RETURN
1380 POKE V+12,140:POKE V+13,20:RETURN
1390 POKE V+14,180:POKE V+15,20:RETURN
1400 IF ENN>=1 THEN RETURN
1410 REM ** GAME OVER ROUTINE **
1420 POKE 5296,0
1430 ZZ=1
1440 GOSUB 1840
1450 ZZ=0
1460 POKE 53280,0:POKE 53281,0
1470 PRINT "[CLEAR] GAME OVER "
1480 PRINT "[HOME]":
1490 PRINT "[WHITE][DOWN][DOWN][DOWN][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
HT)[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]YOU SCORED !":SC
1495 IF SC>HIS THEN HIS=SC
1500 PRINT "[DOWN][DOWN][DOWN][DOWN][DOWN]

```

```

N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
OWN][DOWN][DOWN][DOWN][DOWN][DOWN]
LAY AGAIN "
1510 FOR A=1 TO 2000:NEXT
1520 GET A:IF A$="" THEN 1520
1530 RESTORE:GOTO 42
1540 SC=SC+1
1550 PRINT "[HOME]":TAB(35):"[WHITE][DOWN]
N][DOWN][DOWN][DOWN][DOWN][DOWN]
1610 REM ** INSTRUCTIONS **
1620 GOTO 260
1630 PRINT "[CLEAR][WHITE]":
1640 PRINT "[DOWN][DOWN]YOU ARE ABOUT TO
ENTER A ASTROID BELT"
1650 PRINT"WHERE YOU HAVE TO DODGE THE A
STROIDS IN"
1660 PRINT"ORDER TO SURVIVE. YOUR LAZE
RS HAVE BEEN":
1670 PRINT"SMASHED TO PIECES, SO HAS MO
ST OF YOUR "
1680 PRINT"SPACE SHIP. IF YOU REACH YO
UR PLANET"
1690 PRINT"YOU WILL SURVIVE BUT BEWARE
YOU SHALL"
1700 PRINT"SOON HAVE TO CONTENT AGAIN."
1710 PRINT "[DOWN][DOWN][DOWN][DOWN]DO YOU WAN
T SOUND (Y/N)"
1720 GET A:IF A$=""THEN 1720
1730 IF A$="Y" THEN GOTO 1750
1740 IF A$="N" THEN SOUND=0:GOTO 1750
1750 GOTO 1720
1760 PRINT "[DOWN][DOWN][DOWN][DOWN][DOWN]
N)PRESS ANY KEY TO SEE INSTRUCTIONS."
1760 GET A:IF A$="" THEN 1760

```



C64

```

1770 PRINT "[CLEAR][WHITE]";
1780 PRINT "[DOWN][DOWN][DOWN][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][ CURSOR RIGHT
] - LEFT
1790 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][ CURSOR DOWN ] - RIGHT
1800 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][ SPACE BAR ] - UP"
1810 FOR A=1 TO 2000:NEXT
1820 GOTO 260
1830 REM MOVE SPRITES TO TOP OF SCREEN
1831 POKE 54296,15
1832 POKE A,128:POKE 1,128:POKE W1,33
1833 FOR Z=1 TO 125
1834 POKE H1,Z:POKE L1,Z+50
1835 NEXT Z
1840 POKE 54296,SOUND
1850 POKE A,128:POKE S2,128:POKE W2,129

```

```

1860 FOR T=1 TO 50
1870 C=INT(12*RND(1)+2)
1880 POKE H2,INT(6*RND(1)+1):POKE L2,INT
(200*RND(20)+10)
1890 POKE 53280,C:POKE 53281,C/2
1900 NEXT T
1910 POKE 54296,0:POKE A2,0:POKE S2,0:PO
KE W2,0
1915 SC=SC+(ENX*10)
1920 POKE V+0,0:POKE V+1,0
1930 POKE V+2,0:POKE V+3,0
1940 POKE V+4,0:POKE V+5,0
1950 POKE V+6,0:POKE V+7,0
1960 POKE V+8,0:POKE V+9,0
1970 POKE V+10,0:POKE V+11,0
1980 POKE V+12,0:POKE V+13,0
1990 POKE V+14,0:POKE V+15,0
2000 IF ZZ=1 THEN RETURN
2010 PRINT "[CLEAR]";
2015 TR=TR+1
2020 POKE 53280,6:POKE 53281,6
2030 PRINT CHR$(5);
2040 PRINT "[HOME][DOWN][DOWN]YOU HAVE D
ONE WELL !!!"
2050 PRINT "BUT DARE YOU TRY AGAIN AND K
EEP THE "
2060 PRINT "SCORE ROLLING"
2070 PRINT "[DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][RVSON][RIGHT][RIGHT][RIGH
T][RIGHT]PRESS ANY KEY TO CONTINUE"
2075 FOR T=1 TO 700:NEXTT
2080 GET A$:IF A$="" THEN 2080
2090 PRINT"[CLEAR]"; THEN 2080
HENDG=10:PRINT"[HOME][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN]";TAB(34):TR
2110 GOTO 270

```

KEYCHASE BY PAUL EVANS

Fortunately, there are only two keys to master in this fast action levels-and-ladders game for the BBC micro. These are: Z — left X — right.

The object of the game is to collect the keys which you'll find scattered about the screen, then return to the starting door to move onto the next screen. You move up a level simply by running into a ladder, and down again by dropping through any of the holes in the floors.

Just to make things a little more complex, you'll find yourself pursued by Pacman, bent on your destruction. These will move relatively slowly on the first screen, but speed up later on, whilst you find yourself slowing in comparison.

Finally a tip from the author "Move at just the same speed as the Pacmen, because they can match any speed that you move at."

```

10 MODE2
11 GOTO10000
15 *FX11,0
20 PROCUDGS
30 VDU23:8202:0;0;0;
39 PR=1:PS=1
40 MX=967:MY=127:AX=135:AY=991:BX=839
:BY=607:CY=7:CY=511:SO=0:OS=0:S=0:PI=64:
P2=64:P3=64:M2=130
50 GOTO2000
110 GOTO50
1000DEFPROCUDGS
1010 VDU23,128,28,12,72,62,9,20,34,17
1020 VDU23,129,56,48,18,124,144,40,68,1
36
1030 VDU23,130,28,28,8,127,8,20,34,65
1040 VDU23,131,66,126,66,126,66,126,66,
126
1050 VDU23,132,90,255,255,255,255,255,2
53,152
1060 VDU23,133,18,63,127,63,31,63,127,5
0
1070 VDU23,134,72,252,254,252,248,252,2
54,76
1080 VDU23,135,0,0,32,80,95,85,32,0
1090 VDU23,136,8,8,8,24,24,8,8,8
1100 VDU23,137,60,126,252,248,252,126,6
0,0
1110 VDU23,138,60,126,63,31,63,126,60,0
1120 VDU23,139,68,238,254,254,254,124,5
6,0
1130 VDU23,140,255,255,255,255,255,255,
255,255
1140 ENOPROC
2000 VDU4:REM SCREEN 1
2010 CLS:COLOURLC:PRINT"SCREEN NUMBER:
":PS
2020 COLOUR13:PRINT" "":VDU01
35:PRINT:COLOUR1:VDU133,132,132,132,134:
COLOUR0:VDU140:COLOUR1:VDU133,132,132:CO
LOUR7:VDU131:COLOUR1:VDU132,132,132,132,
132,132:COLOUR7:VDU131:COLOUR1:VDU132,13
2,134
2030 COLOUR7:PRINT" "":VDU131:P
RINT" "":VDU131:PRINT:PRINT" "":VDU131:PRINT
2040 COLOUR1:VDU133,134:COLOUR0:VDU140:

```

```

COLOUR1:VDU133,132:COLOUR7:VDU131:COLOUR
1:VDU134:COLOUR0:VDU140:COLOUR1:VDU133,1
32,132:COLOUR7:VDU131:COLOUR1:VDU132,132
,132,132,132,132,134
2050 COLOUR7:PRINT" "":VDU131:PRINT
" "":VDU131:PRINT:COLOUR13:VDU135:CO
LOUR7:PRINT" "":VDU131:PRINT" "":
VDU131:PRINT
2060 COLOUR1:VDU133,132,134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132,132,132,132,1
32,132,132,132,132,132,132,132:COLOUR7:V
DU131:COLOUR1:VDU134
2070 COLOUR7:PRINT" "":
VDU131:PRINT:COLOUR7:PRINT" "":
VDU131:PRINT
2080 COLOUR1:VDU133,134:COLOUR0:VDU140:
COLOUR1:VDU133,132,132,132,132,132,132:C
OLOUR7:VDU131:COLOUR1:VDU134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132:COLOUR7:VDU13
1:COLOUR1:VDU132,132,134
2090 PRINT" "":COLOUR7:VDU131:
PRINT" "":VDU131:PRINT:PRINT" "":VDU13
":COLOUR7:VDU131:PRINT" "":VDU13
1:PRINT
2100 COLOUR1:VDU133,132,132,132,132,134,
134:COLOUR0:VDU140:COLOUR1:VDU133:COLOUR7:V
DU131:COLOUR1:VDU132,132,132,132,132,132,
132,132,132,132,134
2110 COLOUR7:PRINT" "":VDU131:PR
INT:PRINT" "":VDU131:PRINT" "":
COLOUR13:VDU135:COLOUR0:VDU140
2120 COLOUR1:VDU133,132,134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132,132,132,132,1
32,132,132:COLOUR7:VDU131:COLOUR1:VDU132
,132,132,132,132,134
2130 PRINT" "":COLOUR7:VDU1
31:PRINT:COLOUR0:VDU140:COLOUR13:VDU135:
PRINT" "":COLOUR7:VDU131:PRINT
2140 COLOUR1:VDU133,132,132,132,132,132,
132:COLOUR7:VDU131:COLOUR1:VDU134:COLOUR0:V
DU140:COLOUR1:VDU133,132,132,132,132,132,
132,132:COLOUR7:VDU131:COLOUR1:VDU132,1
34
2150 PRINT" "":COLOUR7:VDU131:PRIN
T" "":VDU131:PRINT:PRINT" "":VDU
131:PRINT
2160 COLOUR1:VDU133,132,132:COLOUR7:VDU
131:COLOUR1:VDU132,132,132,132,132,134:C
OLOUR0:VDU140:COLOUR1:VDU133,132:COLOUR7
:VDU131:COLOUR1:VDU132,132,132,132,132,1
34
2170 COLOUR7:PRINT" "":VDU131:PRINT"
":VDU131:PRINT:PRINT" "":VDU1
31:PRINT" "":COLOUR13:VDU135:COLOUR7:
PRINT" "":VDU131:PRINT
2180 COLOUR1:VDU133:COLOUR7:VDU131:COLO
UR1:VDU132,132,132,132,134:COLOUR0:VDU14
0:COLOUR1:VDU133,132,132,132,132,132,132,
132,132,132,132,134
2190 COLOUR7:PRINT" "":VDU131:PRINT:PRIN
T" "":VDU131:PRINT" "":COL
OUR11:VDU136:PRINT
2200 COLOUR1:VDU133,132,132,132,132,132,
132,132,132,132,132,132,132,132,132,132

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88C

```

132: COLOUR7:VDU131:COLOUR1:VDU132,134
2210 PRINT"          ":COLOUR7:
VDU131:PRINT:PRINT"          ":1:1
OLOUR7:VDU131
2215 VDU5:MOVEMX,MY:GCOL0,5:VDU130:MOVE
AX,AY:GCOL0,3:VDU139

2220 GOSUB8000:IF80=-1THEN80=0:PS=PS-1:
PR=PR-1:GOTO40
2225 IFPS=7ORPS=13ORPS=19ORPS=25ORPS=31
ORPS=37ORPS=43ORPS=49ORPS=55ORPS=61THENP
R=1
2230 IFPR=3ORPR=6THENGOSUB9010:GOSUB902
0:GOSUB9000:GOTO2300
2240 IFPR=2ORPR=5THENGOSUB9000:GOSUB901
0:GOTO2300
2250 GOSUB9000
2300 IFOS=-1THEN10000
2310 GOTO2220
8000 SOUND2,-10,77,1:BN=50-2*PS
8001 IFBN<1THENBN=2
8010 AS=INKEY$(BN):IFAS=""THENMOVEMX,MY
:GCOL0,5:VDUMZ:RETURN
8020 IFAS<>"Z"THEN8030
8025 IFMX>54THENMX=MX-64:GOTO8050
8027 RETURN
8030 IFAS<>"X"THEN8040
8035 IFMX<1215THENMX=MX+64:GOTO8050
8040 RETURN
8050 IFPOINT(MX+32,MY-16)<>11THEN8060
8055 IF8=5THENS=0:GOTO8060
8057 GOTO8500
8060 IFPOINT(MX+32,MY-20)<>7THEN8070
8062 IFAS="Z"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8063 1FA$="X"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8065 FORI=1TO3:MY=MY+32:MOVEMX,MY:GCOL0
,5:VDU130:MOVEMX,MY+32:GCOL0,0:VDU130:MO
VEMX,MY-32:GCOL0,7:VDU131:SOUND2,-10,97+
I*40,1:NEXTI:IFPOINT(MX+32,MY-20)<>7THEN
8020
8066 GOTO8060
8070 IFPOINT(MX+32,MY-44)<>0THEN8080
8072 IFAS="Z"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8073 IFAS="X"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8075 FORI=1TO3:MY=MY-32:MOVEMX,MY:GCOL0
,5:VDU130:MOVEMX,MY+32:GCOL0,0:VDU130:SO
UND2,-10,250-I*40,1:NEXTI:GOTO8020
8080 IFPOINT(MX+32,MY-16)=13THENS=S+1:M
OVEMX,MY:GCOL0,0:VDU140:SOUND3,-10,253,2
8090 IFPOINT(MX+32,MY-16)=3THENS=-1:RE
TURN
8399 SOUND1,-10,121,1
8400 IFAS="Z"THENMOVEMX,MY:GCOL0,5:VDU1
28:MOVEMX-64,MY:GCOL0,0:VDU140:MZ=128:RE
TURN
8410 IFAS="X"THENMOVEMX,MY:GCOL0,5:VDU1
29:MOVEMX-64,MY:GCOL0,0:VDU140:MZ=129:RE
TURN
8500 IFAS="Z"THENMX=MX+64:RETURN
8510 IFAS="X"THENMX=MX-64:RETURN
8600 REM CHANGE SCREEN
8650 S0=-1:RETURN
9000 MO=P1:X=AX:Y=AY:PROCCHASE:P1=MO:AX
=X:AY=Y:RETURN

```

```

9010 MO=P2:X=BX:Y=BY:PROCCHASE:P2=MO:BX
=X:BY=Y:RETURN
9020 MO=P3:X=CX:Y=CY:PROCCHASE:P3=MO:CX
=X:CY=Y:RETURN
9100 DEFPROCCHASE
9110 IFX=MO>1279THEN9500
9120 IFX=MO<0THEN9500
9125 SD=INT(RND(1)*3):IFSD=1THEN9130
9126 GOTO9140
9130 IFX=MX THEN MO=-64
9135 IFX=MX THEN MO=64
9140 IFPOINT(X=MO+32,Y-16)=11THEN9500
9150 IFPOINT(X=MO+32,Y-16)=13THEN9500
9160 IFPOINT(X=MO+32,Y-16)=5ORPOINT(X=M
O+32,Y-12)=5THENS=-1:ENDPROC
9165 IFX=MX AND Y=MY THEN OS=-1:ENDPROC
9170 PP=0:IFPOINT(X=MO+32,Y-20)<>7THEN9
180
9172 MOVEX,Y:GCOL0,0:VDU140
9175 FORI=1TO3:Y=Y+32:MOVEMO+X,Y:GCOL0,
3:VDU139:MOVEMO+X,Y-32:GCOL0,0:VDU139:MO
VEMO+X,Y-32:GCOL0,7:VDU131:SOUND2,-10,97
+I*40,1:NEXTI:X=X=MO:PP=1
9176 MOVEMX,MY:GCOL0,5:VDUMZ
9177
9180 IFPOINT(MO+X+32,Y-44)<>0THEN9190
9182 MOVEX,Y:GCOL0,0:VDU140
9185 FORI=1TO3:Y=Y-32:MOVEMO+X,Y:GCOL0,
3:VDU139:MOVEMO+X,Y+32:GCOL0,0:VDU139:SO
UND2,-10,250-I*40,1:NEXTI:X=X=MO:PP=1
9186 MOVEMX,MY:GCOL0,5:VDUMZ
9190 REM
9400 IFMO=-64THENMX=X=MO:MOVEX,Y:GCOL0,3
:VDU138:MOVEX-64,Y:GCOL0,0:VDU140:GOTO99
98
9410 IFMO=64THENMX=X=MO:MOVEX,Y:GCOL0,3:
VDU137:MOVEX-64,Y:GCOL0,0:VDU140:GOTO999
8
9500 MO=-MO
9998 REM
9999 ENDPROC
10000 MODE7:SOUND1,-10,5,15:PRINTTAB(10,
10):;VDU141:PRINT"YOU'RE DEAD:~"
10001 VDU141:PRINT"          YOU'RE D
EAD!!!"
10010 PRINT:VDU141:PRINT" YOU SCORED:"
PS*5+S
10020 VDU141:PRINT" YOU SCORED:"PS*5+S
END
10000 CLS:INPUT"COLOUR OF PAC-MAN: "PM
C
10010 INPUT"COLOUR OF YOU: "MC
10011 PRINT
10020 INPUT"KEY COLOUR: "KC
10021 PRINT
10030 INPUT"DOOR COLOUR: "DC
10031 PRINT
10040 INPUT"FLOOR COLOUR: "FC
10041 PRINT
10050 INPUT"LADDER COLOUR: "LC
10051 PRINT
10055 INPUT"BACKGROUND COLOUR: "BC
10060 VDU19,3,PMC,0,D,0:VDU19,5,MC,0,0,0
:VDU19,13,KC,0,0,0:VDU19,11,DC,0,0,0:VOU
19,1,FC,0,0,0:VDU19,0,RC,0,0,0:VDU19,7,L
C,0,0,0
10070 GOTO15

```

BREAKOUT BY MARK GANNON

This fast action Wc30 version of the classic game Breakout certainly deserves a look
Use the keys

— Left — Right
to move the ball Hit the bouncing ball to destroy the rows of coloured bricks. The ball has an annoying habit of changing direction when it knocks a brick out of the wall so you're never quite sure where it'll return.

The program loads in two sections which you'll have to save, one

after the other on tape. When typing in the listing you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty looking graphics characters.
So
(HOME) — Press the HOME key
(RED) — Colour Red
(X) — Press key X whilst pressing SHIFT
(C) — Press key C whilst pressing C.

```
10 POKE36879,8
20 PRINT"[CLEAR][WHITE][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RVSON]B
REAKOUT[RVSOFF]"
30 PRINT"[DOWN][CYAN]THE MOVEMENT KEYS A
RE:"
40 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][YELLOW]LEFT"."[RIGHT]RI
GHT"
50 PRINT"[DOWN][WHITE][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT]","[RIGH
T][RIGHT][RIGHT]"
60 PRINT"[DOWN][DOWN][GREEN]THE LEFT SID
E OF THE [DOWN]BAT HITS "
70 PRINT"THE BALL TO [DOWN]THE LEFT. TH
E RIGHT TO[DOWN]THE RIGHT."
80 FORI=1TO2000:NEXT:PRINT"[DOWN][DOWN][
WHITE][RIGHT][RIGHT][RIGHT]THE GAME IS N
OW[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]L
OADING"
90 FORI=1TO2000:NEXT:PRINT"[BLACK][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
W][DOWN][DOWN]"
100 POKE195,5:POKE631,78:POKE632,69:POKE
633,87:POKE634,13:POKE635,131:END
```

```
10 S1=36875:V=36878:S2=36876:SC=0:BA=1:G
OTO60
20 UD=-UD:SC=SC+(PEEK(30720+W)AND15)*10:
PRINT"[HOME][GREEN]SCORE"SC
30 IFINT(SC/5600)=5600:SC=SCENGOSUBA20:IF
BA>1THENBA=BA-1
40 REM**BLIP WHEN BALLHITS BRICK**
50 POKE51+1,240:POKE51+1,0:RETURN
55 REM**MAIN LOOP**
60 AS="[DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN]"
70 BS="[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT]"
80 DEFPNZ(A)=INT(RND(1)*A):POKEV,15
80 CS="[WHITE][RVSON][RVSOFF]
[RVSON][RVSOFF]"
85 FS="[WHITE][RVSON][BLACK]
[WHITE][RVSOFF]"
90 GOSUB340
100 GOSUBA20
110 P=I:Q=I:V=10:LR=1:UD=1
120 VI=V+(PEEK(197)-29)-(PEEK(197)=30):I
FVI<1ORVI>19THENVI=V
```

UNEXPANDED VIC 20

```

130 PRINT"[HOME]";AS: TAB(V);"[BLACK][RVSON  

    ] [RVSOFF]"[HOME]";AS: TAB(VI);"[WHITE]  

[c T][c T]";V=VI  

135 IFPEEK(653)AND THEN135  

140 G=P-U:IFG=2ORG=20THENUD=-UD:GOSUB45  

0  

150 F=Q-LR:IFF=1ORF=20THENLR=-LR  

160 IFG=20ANDF<>1ANDF<>20THENLR=SGN(F-V-  

    5)  

170 IFG=11ANDFNZ(3)-1ANDF<18ANDUD=1THENF  

    =Q  

180 IFPEEK(W+22)=160THEN230  

190 W=G*22+F:7580:IFPEEK(W)=208THENGOSUB  

    20  

200 PRINT"[HOME]";LEFTS(AS,P):LEFTS(BS,Q  

    )"  

210 PRINT"[HOME]";LEFTS(AS,G):LEFTS(BS,F  

    )"[YELLOW][s Q]";Q=F:P=G  

220 GOTO120  

230 W=0:IFSC>HITENHI=SC  

235 IFBA=3THEN280  

237 REM=MISSLED BALL**  

240 PRINT"[HOME]"*S"[UP][RVSON][WHITE]  

    MISSED IT [RVSOFF]";  

250 BA=BA+1:PRINT"[HOME][GREEN]"LEFTS(BS  

    ,20)BA  

260 FORI=1TO1000:NEXT:PRINT"[HOME]"*S"[U  

    P][UP]"*CSC*FS:  

270 GOTO110  

275 REM=END OF GAME**  

280 PRINT"[HOME][DOWN][DOWN][RIGHT][RI  

    GHT][WHITE]GAME OVER"  

290 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RI  

    GT][RIGHT]PRESS ANY KEY"  

300 FORI=1TO1000:NEXT  

305 GOSUB490  

320 GOTO10  

330 FORI=1TO1000:NEXT:GOTO10  

335 REM=TITLE PAGE**  

340 POKE36879,25:PRINT"[CLEAR]";PRINT:P  

    INT:PRINT"[PURPLE] [RVSON] BREAKOUT  

    [RVSOFF]"  

350 PRINT:PRINT"[RIGHT][RIGHT][RIGHT][B  

    ACK]BY MARK GAMMON"  

360 PRINT:PRINT:PRINT"[RED] L.  

    T","RIGHT:PRINT:PRINT"[BLACK] ".  

    /  

365 PRINT:PRINT:PRINT"[RIGHT][RIGHT][RI  

    GT][RIGHT][BLUE]HI SCORE:"HI  

366 PRINT:PRINT"[BLACK][RIGHT][RIGHT]SH  

    FT-LOCK:PAUSE"  

370 PRINT:PRINT"[PURPLE] [s o][c T][c  

    ][c T][c T][c T][c T][c T][c T][c T]  

    ][c T][c T][c T][c T][s P]";PRINT"[PUR  

    E] [c g][BLACK]PRESS ANY KEY.[PURPLE]  

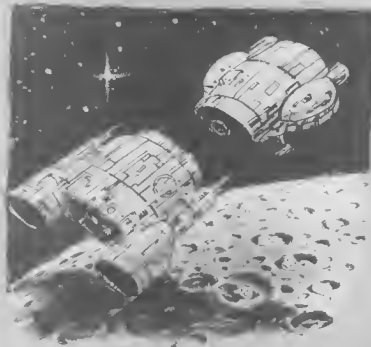
    M]"

```

```

380 PRINT " [a][c e]e[c e]e[c e]e[e]  
[e]e[e]e[e]e[c e]e[c e]e[c e]e[e]  
[e]e[a]e]"  
390 FOR I=1 TO 1000:NEXT  
395 POKEI,96,0  
400 GETTS:I$FS=""THEN400  
410 RETURN  
415 REMSCREEN SETUP=  
420 POK36879,6;PRINT"[CLEAR][DOWN][WHIT  
E][RVSON]";  
[RVSOFF];"  
430 FORI=1TO20:PRINTCS::NEXT  
440 PRINT"[HOME][DOWN][DOWN][DOWN][DOW  
N]";  
450 FORI=7TO1STEP-1:PRINTMS="[WHITE][R  
ED][CYAN][PURPLE][GREEN][BLUE][YELLOW]",  
I,1) "[RVSON][RIGHT][aP][aP][aP][aP]  
aP][aP][aP][aP][aP][aP][aP][aP][aP]  
aP][aP][aP][aP][aP][aP][aP][aP][aP]  
RIGHT][RVSOFF]]":NEXT  
460 PRINT"[HOME][GREEN]SCORE""SC"[HOME][R  
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]  
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI  
GHT][RIGHT][RIGHT][RIGHT][RIGHT][BALL"  
BA  
465 PRINT"(DOWN)[DOWN][DOWN][DOWN][DOWN]  
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]  
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]  
OWN][RVSON][BLACK][RIGHT  
[RVSOFF]]";  
470 RETURN  
475 REM**BLIP WHEN BALL HITS BAT**  
480 POKES1,240;POKES1,0;RETURN  
485 REM**MUSIC LOOP**  
490 POKEI,96,0  
495 READN:IF N=-1 THEN RESTORE;GO TO 690  
500 READM  
510 POKESI,N;POKES2,N  
515 FORTOM=NEXTI  
530 POKES1,0;POKES2,0  
540 FOKE-I+1TO10:NEXTI  
550 GETTS:I$FS=""THEN495  
555 RESTORE:RETURN  
DATA201,240,201,240,201,120,191,120,  
15,120,201,120,191,120,175,120,0,5  
60 DATA195,240,195,240,195,120,183,120  
70 DATA191,120,195,120,191,120,183,120,  
5,201,240,201,240,201,120,191,120  
80 DATA215,120,201,120,191,120,175,120,  
59,120,175,120,195,120,191,120,195,120,  
83,120  
DATA175,120,120,120,120,120,191,120,  
75,120,201,120,191,120,195,120,201,120,  
91,120  
DATA215,120,201,120,195,120,175,120,  
95,120,183,120,191,120,195,120,183,120,  
91,120  
DATA195,120,183,120,191,120,195,120,  
1,120,183,120,201,120,191,120,195,120,  
1,120  
DATA191,120,195,120  
DATA201,120,191,120,215,120,201,120,  
1,120,175,120,159,120,195,120,191,120,  
3,120  
DATA175,120,167,120,175,240,0,490,-1
```

SPECTRANAUT BY NIBBLESOFT



The deep space shuttle mission started out peacefully enough — but then trouble. Your fuel tanks are empty.

Your only hope is to crash land on a nearby planet and collect fuel in the hope of being able to resume your mission.

But beware the flying saucers and deadly laser which could mean total destruction.

Full instructions for Spectranaut are included in the program.

```
10 MODE 1 INK 0,0 BORDER 0 INK 1,24 INP
  2,25 INK 3,2
  30 SYMBOL AFTER 97 SYMBOL 97,31 127,255,
  255,254 254,255,127 SYMBOL 99,63,31,7,1,
  0,0,0,0 SYMBOL 100 192,224,240,248,252,1
  2,126,63 SYMBOL 101,0,0,0,0,127,255,255
  127 SYMBOL 102,63 63,127,255,255,254,25
  2,240
```

```
20 PAPER 0 PEN 1 FFINT"          ad
                                cd
                                effect
PANAUT          " PAPER 1 PEN 3 F
PINT"          B: NIBBLESOFT
```

```
40 PAPER 0 PEN 2 FRINT"AS YOU WERE FLYIN
  G THROUGH SPACE IN YOURSPACE SHUTTLE YOU
  FAN OUT OF FUEL AND HAD TO CRASH LAND
  ON AN ALIEN PLANET. YOU NOW HAVE TO R
  E-FUEL YOUR SHUTTLE TO TAKE OFF SAFEL
  Y."
```

```
50 PRINT PRINT"YOU DO THIS BY FLYING UP
  TO THE GIL DRUMAT THE TOP OF THE SCREEN
  AND RETURNING TO YOUR SHUTTLE AT THE BO
  TTOM LEFT OF THE SCREEN."
```

```
60 PRINT PRINT"YOUR SHUTTLE NEEDS 10 UN
  TS OF FUEL TO FLY SO YOU WILL HAVE TO
  MAKE THE JOURNEY TEN TIMES."
```

```
70 PRINT PRINT"HIT ENTER TO CONTINUE"
  80 RESTORE 120 ENV 5 15,-1,10 ENV 6,15,
  1
```

```
90 READ N1,D1,E1 IF N2=-1 THEN 80
  100 SOUND 1 N2,D2,110 15 E1+5
```

```
110 IF INKEY$="" THEN 200 ELSE 90
  120 DATA 1517,4,1,1517,4,1,1517,4,1,1517
  4,1,1517,4,1,1517,4,1,1517,4,1
  125 DATA 478,2,0,506,2,0,568,4,0,478,2,0
  506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
  632,2,0,568,2,0,506,2,0
  130 DATA 478,2,0,506,2,0,568,4,0,478,2,0
  506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
  632,2,0,568,2,0,506,2,0
  140 DATA 426,2,0,478,2,0,506,4,0,426,2,0
  478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
  568,2,0,506,2,0,478,2,0
  150 DATA 426,2,0,478,2,0,506,4,0,426,2,0
  478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
  568,2,0,506,2,0,478,2,0
  160 DATA 478,2,0,506,2,0,568,4,0,478,2,0
  506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
  632,2,0,568,2,0,506,2,0
  170 DATA 478,2,0,506,2,0,568,4,0,478,2,0
  506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
  632,2,0,568,4,0,478,2,0
  180 DATA -1,-1,-1
  190 DATA 1,-1,-1
```

```
200 CLS PRINT"WHEN YOU GET FUEL FROM THE
  DRUM THE COMPUTER WILL BEEP. YOU W
  ILL HERE THIS SOUND AGAIN WHEN YOU TAKE
  IT BACK TO THE SHUTTLE."
```

```
210 PRINT PRINT"THE AMOUNT OF FUEL IN TH
  E SHUTTLE IS SHOWN BY A REN LINE ON I
  T."
```

```
220 PRINT PRINT"BE NOT THAT SIMPLE
  THOUGH. ON YOUR JOURNEY, YOU MUST WATCH O
  UT FOR THE FLYING SAUCERS AND THE D
```

13

SPECTRAAUT
AMSTRAD CPC464

650 3-MIBOL 97,255,195,213,213,195,255 195,255
5 231 3-MIBOL 98,231,195,255 223,223 223
195,255

```
660 PEN 1 PRINT "#####". F
OR 1=1 TO 20 PRINT "#####"
```

```

* NEXT PEN 2 PRINT"+++++"

```

```
670 LOCATE 1 1 PRINT CHR$( 22 )+CHR$( 1 ) PE
N $ LOCATE 1 22 PRINT "h" PRINT "d" PRINT "
```

```
3" LOCATE 1,1 PRINT CHR$(22)+(CHR$(8)
630 PEN 9 PRINT CHR$(22)+(CHR$(1 LOCATE
```

```
1 13 PRINT CHR$(142);."
".CHR$(143) PRINT CHR$(22)+CHR$(0)
600 REM 13. LOGOTE 22 = 22 LINES, 13 COLUMNS
```

```

650 PEN 10 LOCATE 20 1 PRINT"a" LOCATE 2
0 2 PRINT"b"
700 FOR I=39200 TO 39202 POKE I 0 NEXT I

```

```
POKE 39204,4:POKE 39202,100:POKE 39206,2
POKE 39207,1:FOR 1=39210 TO 39217:POKE 1
```

```

.0 NEXT POKE 39214.72 POKE 39212.100 POK
E 39216.1 POKE 39217.2

```

```

710 FOR I=39220 TO 39227 POKE I @ NEXT.P
POKE 39224 72 POKE 39222,183 POKE 39226,1
POKE 39223,1 FOR I=39220 TO 39227 POKE

```

```
POKE 39227.2 FOR 1=39230 TO 39237 POKE
1 0 NEXT POKE 39234.4 POKE 39232.31 POKE
39236.2 POKE 39237.1
```

```
720 FOR I=41000 TO 41063 POKE 1,I NEXT I
```

```
740 FLAG:=0 FUEL:=0-LIVES=3
```

```

750 1% = 52 1% = 25 DIP% = 64
760 SPRITE = 39000 ALIEN = 38000 DETECT = 37000

```

```
770 IF INKEY#71=0 AND X>6 THEN CALL SP  
RITE:3%,Y:-1000,D1R2=64,X2=Y2=X
```

```

720 IF INKEY(62)=0 AND X<.70 THEN CALL 5
PRITE,X%,Y% 1040 DIR%=128 IC=X%+2

```

```
790 IF INKEY(47)=0 AND Y%<181 THEN CALL  
SPRITE 3, Y%, 1000 Y%=Y%+2 SOUND 1,0,5,12
```

```

0.0,0.5 ELSE IF Y%>25 THEN Y%=Y%-2
800 IF RND>0.97 THEN F%=1 PLOT 0,200,9 0
REM 6:9, 300, 60000, 2.50, 0.15, 0.1

```

```

810 CALL SPRITE,X%,Y% DIR%.
820 IF X%=70 AND Y%>179 THEN GOSUB 880

```

```

230 IF X%=6 AND Y%=25 THEN 900
840 CALL ALIEN.39200 CALL ALIEN.39210 CA

```

```

LL ALIEN,39220 CALL ALIEN,39230
850 CALL DETECT,X%,Y% IF PEEK(37200)=1 T
NEW 800

```

```

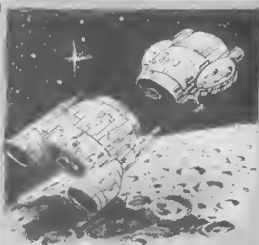
860 IF F% = 1 THEN PLOT 0.200 0 DRAW 639.2
880 F% = 0

```

```
870 GOTO 770
880 IF FLAG3=0 THEN FLAG3=1 FUEL3=FUEL1+
```

1 SOUND 2,50.5,15
890 RETURN

```
900 IF FLAG=0 THEN 340
```



```

910 FLAG=0 PLOT 0.16+FUEL*10.0 DRAW 12.
16+FUEL*2 SOUND 2 50 5.15 IF FUEL=10
HEN 240

```

920 CLF SYMBOL AFTER 42 SYMBOL 104.0.0

OL 100 15,15,31,285,251,101 SYMB

OL 101, 121, 255, 255, 255, 254, 255 255, 127 =

```

      .254 FOR I=1 TO 50 PLOT RND*.649,RND*.188
RND=.15 NEXT

```

940 WINDOW #1 9 11 1.25 LOCATE #1, 1.25 P
EN #1.8 PFINT#1.8

```

DO 1 1*10 2,15 FOR 0=1 TO 40 NEXT 1

```

79 PRINT "WELL DONE YOU FILLED YOUR S
AND TOOK OFF OK"

80 IF INKEY(12) = 3 THEN

```

49 SOUND 1.2(300.0,15:10.15)
50A FOR I=1 TO 50:INK 2:GOTO 50

```

```

NEXT INR 7 25 FOR D=1 TO 20
  7.20
  10.00

```

```
IF LIVES=0 THEN 1030
GO FOR D=1 TO 1000 LIVES=LIVES-
```

```
30 CLS PRINT "GAME OVER" PRINT PRINT F
40 IF "HIT ENTER"
```

```
40 IF INKEY(18)=0 THEN RUN ELSE 1040
```


RED FRED BY AIDEN TAYLOR



```

145 IF ATTR (Y.X-1)=7 THEN PRI
NT INK C:AT Y,X-1:"Bab8C":AT Y+
1,X-1:"DEF":AT Y-1,X:"A":LET T=
t+1:LET a=s+10:PRINT INK 6:AT
0.6:a:GO TO 160
150 PRINT INK (ATTR (Y,X-1)):A
T Y-1,X:"A":AT Y,X:"sh8"
160 IF INKEY$=CHR$ 13 THEN LET
x=x+2:LET y=y+2:LET p=2
162 IF INKEY$="p" THEN LET x=x
+2:LET y=y-2:LET p=2
165 IF INKEY$="q" THEN LET x=x
-2:LET y=y-2:LET p=1
167 IF INKEY$="a" THEN LET x=x
-2:LET y=y+2:LET p=1
170 GO TO 100
200 IF ATTR (Y+1,X)=3 THEN GO
TO 600
205 REM YOUR DEAD !
210 PAUSE 10: BEEP .4.9: BEEP .
4.0: BEEP .2.4: BEEP .2.5
215 FOR f=0 TO 100: NEXT f
220 PRINT INK (ATTR (u,a-1)):A
T u-1,a:"A":AT u,a:"sh8": INK (A
TTR (v,h-1)):AT v,h:"sh8"
230 LET m=m-1: PRINT INK 6:AT
0.22:"LIVES":m$( TO m):" "
235 IF ATTR (Y,X)=71 THEN PRIN
T INK 7:AT Y-1,X:" ":AT Y,X:" "
240 IF m<1 THEN GO TO 400

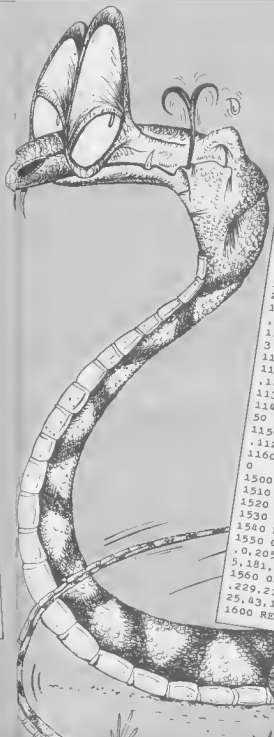
```

```

250 LET u=17: LET a=(INT (RND*8
)*4)+1: LET y=11: LET x=15: LET
p=1: LET h=15: LET v=3
260 GO TO 100
300 REM NEW SHEET
305 PRINT INK 6:AT 0.22:"BONUS
":b: LET z=USR 30025
310 FOR f=1 TO b STEP 10: LET a
=a+10: PRINT INK 6:AT 0.6:s:AT
0.28:b-f:" ": NEXT f
320 IF r>.2 THEN LET r=r-.1
340 LET b=b-50: LET t=0: LET c=
c+1: IF c=7 THEN LET c=4
350 CLS : GO TO 20
400 REM GAME OVER
410 PRINT AT 1.11: PAPER 7: INK
2: FLASH 1:"GAME OVER"
420 FOR f=0 TO 1: PRINT BRIGHT
f: INK 5:AT 21.6:"PRESS ANY KEY
TO PLAY": PAUSE 2: NEXT f
430 IF INKEY$<>" " THEN CLS : G
O TO 10
440 GO TO 420
600 LET e=0: PRINT AT Y+1,X-1:"
"
610 FOR f=1 TO 12
615 IF e=0 THEN PRINT INK 3:A
T u-1,a:"M": PAPER (ATTR (u,a-1)
):AT u,a:"L": INK 1: PAPER (ATTR
(v,h-1)):AT v,h:"K"
620 IF p=2 THEN PRINT INK 2:A
T Y-1,X:"1":AT Y,X:"1": GO TO 63
0
625 PRINT INK 2:AT Y-1,X:"G":A
T Y,X:"M"
630 PRINT INK 3:AT Y+1,X:"Q"
635 BEEP .05.f: LET l=(RND)+.1
640 IF e=0 THEN PRINT INK (AT
TR (u,a-1)):AT u-1,a:"A":AT u,a:
"sh8"
645 IF ATTR (u+1,a)<8 THEN LET
e=1
650 IF l>r THEN IF u<y THEN
IF a<x THEN LET u=u+(u<y)*2-(u
>y)*2: LET a=a+(a<x)*2-(a>x)*2
655 PRINT AT Y-1,X:" ":AT Y,X:"
":AT Y+1,X:"Q"
660 IF p=2 THEN LET x=x-1
665 IF p=1 THEN LET x=x+1
670 LET y=y-1
680 NEXT f

```


SPECTRUM 16/48K



```
690 LET V=3: LET X=15
695 PRINT INK 2:AT V-1,X;"G":
PAPER (ATTR (V,X-1)):AT V,X;"H"
700 IF E=1 THEN LET S=S+200: B
EEP .4,20: BEEP .2,20: BEEP .2,2
0: LET U=17: LET A=(INT (RND*8)*
4)+1
720 PRINT AT V,X: INK (ATTR (V,
X-1)):"sh8":AT V-1,X;"A"
730 GO TO 100
1000 REM USER OEFINED GRAPHICS
1010 FOR N=144 TO 158: FOR F=0 T
O 7: READ A: POKE USR CHR$ N+F,A
: NEXT F: NEXT N
1020 DATA 0,0,0,0,0,0,60,255
1030 DATA 3,15,31,63,63,47,35
1040 DATA 192,240,248,252,252,25
2,244,212
1050 DATA 32,32,32,16,12,3,0,0
1060 DATA 255,61,5,5,5,5,199,60
1070 DATA 84,84,84,88,112,192,0,
0
1080 DATA 0,120,228,254,232,112,
248,252
1090 DATA 212,212,212,200,112,96
,96,120
1100 DATA 0,30,39,127,23,14,31,6
3
1110 DATA 43,43,43,19,14,6,6,30
1120 DATA 60,118,251,255,255,255
,126,60
1130 DATA 2,58,68,74,50,2,68,56
1140 DATA 224,60,226,2,58,68,74,
50
1150 DATA 48,88,96,176,176,96,96
,112
1160 DATA 0,24,126,255,126,24,0,
0
1500 REM M/C SOUND
1510 FOR F=30000 TO 30045
1520 READ A
1530 POKE F,A
1540 NEXT F
1550 DATA 6,1,197,33,224,3,17,40
,0,205,181,3,33,238,5,17,20,0,20
5,181,3,193,16,234,201
1560 DATA 33,244,1,17,10,0,6,255
,229,213,197,205,181,3,193,209,2
25,43,16,244,201
1600 RETURN
```



POWERBOAT BY S A SMITH

```

10 GRAPHICS 1+16:POSITION 5,10:7 #6:"POWERBOAT":POSITION 4,12:7 #6:"BY S A SMITH"
11 POSITION 0,13:7 #6:"(C) 1984"
12 RESTORE
13 DATA 0,0,0,0,0,0,0,0
14 DATA 255,255,255,255,255,255,255,255
15 DATA 0,0,24,60,128,128,60,0
16 DATA 24,60,102,102,128,128,60,0
17 DATA 0,68,238,68,0,68,238,68
18 FOR J=0 TO 511:POKE 10240+J,PEEK(57344+J)):NEXT J
19 FOR J=0 TO 39:READ JK:POKE 10240+J,JK:NEXT J
20 ? " "
21 GRAPHICS 1+16
22 ? #6:"THE AIM OF THIS GAME IS TO COLLECT THE YELLOW BOOYS BY COLLIDING
23 YOUR BOAT WITH THEM"
24 ? #6:"AVOID SHALLOWS"
25 ? #6:"MARKED WITH X'S AND AVOID RED BOOYS. YOU CONTROL THE
26 BOAT WITH JOYSTICK"
27 ? #6
28 ? #6:"PRESS TRIG TO START"
29 IF STRIG(0)=1 THEN 140
30 GRAPHICS 1+16:POKE 798,40
31 POSITION 0,0:7 #6:"HIGH SCORE=":HIGH
32 SC=0
33 POSITION 0,1:7 #6:"SCORE=":SC
34 COLOR 38:FOR J=0 TO 18:PLOT J,2:PLOT J,28:NEXT J
35 JK1=INT(RND(1)*3)+6
36 JK2=INT(RND(1)*3)+14
37 JK3=INT(RND(1)*3)+6
38 FOR J=JK1 TO JK2
39 PLOT JK3+INT(RND(1)*3)-1,J,DRABO JK3+INT(RND(1)*3)+6,J:NEXT J
40 COLOR 2:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*16)+3:NEXT J
41 COLOR 34:FOR J=1 TO 20:PLOT INT(RND(1)*20),INT(RND(1)*16)+3:NEXT J
42 J=INT(RND(1)*10)+6:COLOR 13:PLOT J,21:COLOR 32:PLOT J,19
43 X=J+Y=21:J1=J+Y=21:EC=0:DIR=1
44 GOSUB 2000
45 TIME=0:PAUSE=50:UP=80
46 GOSUB 800
47 GOSUB 1000
48 GOSUB (DIR+100)+2900
49 GOSUB 500
50 TIME=TIME+1:IF TIME=UP THEN GOSUB 800
51 FOR J=1 TO PAUSE:NEXT J
52 GOTO 300
53 POSITION 6,1:7 #6:SC:RETURN
54 S=STRIG(0)
55 IF S=1 THEN RETURN
56 IF S=11 AND DIR<4 THEN DIR=4:GOTO 2020
57 IF S=7 AND DIR<2 THEN DIR=2:GOTO 2020
58 IF S=14 AND DIR<1 THEN DIR=1:GOTO 2000
59 IF S=13 AND DIR<3 THEN DIR=3:GOTO 2040
60 RETURN
61 PAUSE=PAUSE-S:IF PAUSE<0 THEN PAUSE=0
62 COLOR 2:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*16)+3:FOR QW=240 TO 0 S
63 STEP -20:BOUND 1,QW,10,6:NEXT QW:NEXT J
64 COLOR 34:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*16)+3:FOR QW=240 TO
65 STEP -20:BOUND 1,QW,10,6:NEXT QW:NEXT J
66 SOUND 1,0,0,0
67 IF X<3 AND X<18 AND Y<18 AND Y<5 THEN SOUND 660
68 RETURN
69 COLOR 34:PLOT X-3,Y:PLOT X+3,Y:PLOT X,Y-3:PLOT X,Y+3
70 FOR QW=0 TO 240 STEP 30:FOR Q=1 TO 10:NEXT Q:SOUND 1,QW,10,6:NEXT QW:SOUND
71 ,0,0,0:RETURN
72 IF BOUY=1 THEN BOUY=0:GOTO 1100
73 BOUY=1
74 POKE 10257,24:POKE 10258,60:POKE 10259,126:POKE 10260,126:POKE 1 61,50:POK
75 10262,24
76 RETURN
77 POKE 10257,0:POKE 10258,24:POKE 10259,60:POKE 10260,126:POKE 10261,126:POKE
78 10262,60
79 RETURN
80 POKE 10264,24:POKE 10265,60:POKE 10266,102:POKE 10267,126:POKE 10268,26:PO
81 KE 10269,126:POKE 10270,126
82 POKE 10271,60:RETURN
83 POKE 10264,0:POKE 10265,0:POKE 10266,4:POKE 10267,6:POKE 10268,255:POKE 1
84 10269,126
85 POKE 10271,0:RETURN
86 POKE 10264,60:POKE 10265,126:POKE 10266,126:POKE 10267,126:POKE 10268,126:
87 ONE 10269,102:POKE 10270,60
88 POKE 10271,24:RETURN
89 POKE 10264,0:POKE 10265,0:POKE 10266,32:POKE 10267,96:POKE 10268,255:POKE 1

```

Normally, when power boating, you would make it a habit to avoid all obstacles, but in this variation you must collide with the yellow buoys. Nevertheless, anything else could cause a wreck, so avoid the shallows (marked with Xs) and the red (for danger!) buoys. Use the joystick to change direction and keep going as long as possible.

ATARI



```

0080,127:POKE 10270,82
2070 POKE 10271,0:RETURN
3000 Y=Y-1
3010 LOCATE X,Y,2:IF Z=36 OR Z=34 THEN 5000
3020 IF Z=2 THEN SC=SC+50:GOSUB 4500
3030 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3040 RETURN
3100 X=X+1:IF X>19 THEN X=0
3110 LOCATE X,Y,2
3120 IF Z=36 OR Z=34 THEN 5000
3130 IF Z=2 THEN SC=SC+50:GOSUB 4500
3140 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3150 RETURN
3200 Y=Y+1
3210 LOCATE X,Y,2
3220 IF Z=34 OR Z=36 THEN 5000
3230 IF Z=2 THEN SC=SC+50:GOSUB 4500
3240 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3250 RETURN
3300 X=X-1:IF X<0 THEN X=19
3310 LOCATE X,Y,2
3320 IF Z=34 OR Z=36 THEN 5000
3330 IF Z=2 THEN SC=SC+50:GOSUB 4500
3340 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3350 RETURN
4500 FOR QW=30 TO 0 STEP -2:SOUND Q,QW,10,12:NEXT QW:SOUND 0,0,0,0:RETURN
5000 DATA 128,198,108,120,120,124,62,31
5005 FOR
5010 DATA 0,128,198,108,120,124,62
5020 DATA 0,0,128,198,108,120,124
5030 DATA 0,0,0,128,198,108,120,124
5040 DATA 0,0,0,0,128,198,108,120
5050 DATA 0,0,0,0,0,128,198,108
5060 DATA 0,0,0,0,0,0,128,198
5070 DATA 0,0,0,0,0,0,0,128
5080 DATA 0,0,0,0,0,0,0,0
5090 RESTORE 5000
5095 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y
5098 FOR JK=1 TO 20:NEXT JK
5100 FOR JEL=0 TO 8
5120 FOR J=10264 TO 10271:READ JK:POKE J,JK:NEXT J
5130 FOR JK=1 TO 20:NEXT QW:NEXT JEL
5140 ? #8;" "
5150 ? #9;"YOU SCORED ";SC;" POINTS THAT TIME"
5160 IF SC<HIGH THEN HIGH=SC
5170 ? #6;"HIGH=";HIGH
5180 CW=CH+1:IF CW=5 THEN ? #0;"PLEASE WAIT:"GOTO 15
5190 FOR JK=1 TO 300:NEXT JK:GOTO 90

```

TIMEBOMB BY KIERAN O'DONNELL

In this game, you control a roving pair of pliers, which appear in the centre of the screen. Using the keys
 "T" — Up "F" — Left
 "V" — Down "G" — Right
 your onscreen guide the pliers to the bomb which appears. Too easy, I hear you cry! So it's all against the clock which you'll see counting rapidly at the top of the screen. Having defused a bomb, another immediately appears elsewhere on the screen. There are five bombs to defuse on the first screen and an extra bomb appears on each subsequent screen.

Just to make things a little more difficult, the pliers leave behind them a trail of spaces which you won't be able to cross, so you'll have to plan your route quickly and carefully. Fortunately the screen wraps around, so you can go off one side and come on the other, making things a little easier.

The program loads in two sections which you'll have to save, one after the other on tape. When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters. So:

PART 1

```
10 POKE52,28:POKE56,28:CLR
20 POKE36879,8:PRINT"[CLR]PLEASE WAIT
":PRINT"[DOWN]MAKING GRAPHICS"
30 FORI=7168TO7679:POKEI,PEEK(I+25600):N
EXT
40 I=7432
50 READA:IFA=999THEN150
60 POKEI,A:I=I+1:GOTO50
70 DATA63,67,253,133,181,181,134,252,6,9
,16,56,108,108,108,56
80 DATA80,128,135,244,20,20,247,0,0,0,1
8,85,86,85,117,0
90 DATA60,126,219,231,231,219,126,60,2,5
,62,108,196,12,24,88
100 DATA0,0,112,71,96,71,112,0,31,63,127
,255,128,128,128,157
110 DATA255,253,251,255,7,7,119,138,13
8,138,138,138,128,128,255
120 DATA167,167,167,167,167,6,248,8,24
,32,101,161,165,37,37
130 DATA0,0,0,76,210,92,80,76,0,0,225,14
6,229,149,149,226
140 DATA0,0,0,86,117,86,85,86,999
150 PRINT"[CLR][WHITE][DOWN][DOWN][DOW
N][DOWN][DOWN]"
160 PRINT"[RVSON][c *][RIGHT][=EP][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][=EP][c *][RIGHT][RIGHT][RIGHT][=EP]
[c *]"
170 PRINT"[RVSON][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT]"
180 PRINT"[RVSON][RIGHT][=EP][c *][
c *][RIGHT][RIGHT][RIGHT][=EP][c *][
RIGHT]"
190 PRINT"[RVSON][=EP][RVSOFF][=EP][RV
SON][RIGHT][RIGHT][RIGHT][RVSOFF][c *
][RIGHT][c *][RIGHT][RIGHT][RIGHT]"
200 PRINT"[RVSON][RVSOFF][c *][RVSON][c
*][RVSOFF][c *][RVSON][RVSOFF][=EP][RV
SON][RVSOFF][=EP][RVSON][RIGHT][RIGHT]
[RIGHT][RVSON][RIGHT][RIGHT][RVSOFF][c
*][RVSON]"
210 PRINT"[RVSON][RIGHT][RIGHT][RVSOFF][c
*][RVSON][c *][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT]"
220 PRINT"[RVSOFF][=EP][RIGHT][RIGHT][RV
SOFF][c *][RVSON]"
```

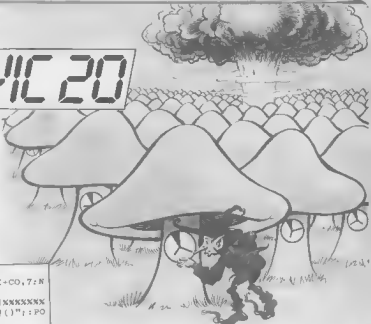
```
230 PRINT"[DOWN][DOWN]
TS":FORI=1705000:NEXT
240 PRINT"[WHITE][CLEAR][RIGHT][RIGHT][c
*][RVSON][RVSOFF][=EP]":PRINT"[RIGHT
][RIGHT][RIGHT][RIGHT][RVSON]"":PRINT"[R
IGHT][RIGHT][RIGHT][RIGHT][RVSON][RIGHT
][=EP][c *][=EP][c *][=EP][c *][RIGHT]
[=EP][c *]"
250 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][RV
SON][RIGHT][RIGHT][RVSOFF][c *][=EP]
[RVSON][RIGHT]"":PRINT"[RVSON][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][c *]":PRINT"[RVSON]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT]"
260 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][RV
SOFF][c *][RIGHT][c *][RIGHT][c *][RIGH
T][RIGHT][=EP][RIGHT][c *][RVSON][RVSO
FF][=EP]"
270 PRINT"[RIGHT][RIGHT][DOWN][RVSON][=E
P][c *][RIGHT][RVSOFF][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RVSON][c *]":PRINT"[RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RVSOFF][c *]
[RVSON][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
280 PRINT"[RIGHT][RIGHT][RVSON][RIGHT][R
IGHT][RIGHT][RIGHT][RVSOFF][c *][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RVSON]"":PRINT"[RIGHT][RIGHT][RVSON]
[RVSOFF][c *][I][I][=EP][RIGHT][RVSON][
EP][c *][RIGHT][=EP][c *][=EP][c *][RIG
HT]"
290 PRINT"[RIGHT][RIGHT][RVSON][c *][I]
[c *][RIGHT][RIGHT][RIGHT][RVSOFF][c
*][=EP][RVSON][RIGHT][c *]":FORI=17
02:PRINT"[RIGHT][RIGHT][RVSON][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT]"
300 PRINT"[RIGHT][RIGHT][RVSON][RVSOFF][c
*][RVSON][RVSOFF][=EP][RIGHT][c *][RVSON]
[RVSOFF][=EP][RIGHT][c *][RIGHT][RIGHT][
EP][RIGHT][c *][RVSON][RVSOFF][=EP]"
310 GETA:IFA="":THEN310
320 PRINT"[CLR][WHITE]":POKE198,1:POKE
631,131
```

PART 2

```
5 DIMA(30),HS(5),NS(5):FORI=1705:HS(I)=1
0:NS(I)="VIC-20":NEXT
10 POKE36878,15:POKE36879,25:S=36875:S2=
8+1:N=S2+1:SC=0:TB=5:W=1
20 CO=30720:POKE36869,255:PRINT"[CLR]"
:YM=7932:C=1:DD=TB:CH=I
```

UNEXPANDED VIC 20

- [HOME] — Press the HOME key.
- [RED] — Colour Red.
- [s X] — Press key X whilst pressing SHIFT.
- [c X] — Press key X whilst pressing C = .



```

30 GOSUB1000:DEFNNA(X)=PEEK(YM-X)
40 FORI=7724TO8185:POKEI,33:POKEI+CO,7:N
EXT
50 PRINT"[HOME]","-=":PRINT"[GREEN]XXXXXXXXX
[BLACK]","-./[GREEN]XXXXXXXXX[BLU](":):PO
KE7744,&2:POKE7745,&3
60 POKE7744+CO,6:POKE7745+CO,6
70 :
80 AL=INT(RND(1)*&662)+7724:IFPEEK(AL)<>3
3THEN&C
85 POKEAL,34:POKEAL+CO,0:T=100
90 POKEYM,38:POKEYM+CO,6:PRINT"[HOME] [R
IGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [
RIGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [
RIGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [BLACK]"/(C
VAN)"TB"[LEFT] "":
100 FORI=1TOOSTEP-1:PRINT"[HOME]","-I"[
LEFT] "":IFCH=1THENPOKES,A(C):C=C+1:IFC-3
0THBNC=1
110 K=PEEK(197)
120 IFK=27ANDFNA(22)=33THENYM=YM+22:POKE
YM-22,32
130 IFK=50ANDOFNA(-22)=33THBNYM=YM-22:POK
EYM-22,32
140 IFK=42ANDFNA(-1)=33THENYM=YM-1:POKEY
M+1,32
150 IFK=19ANDFNA(1)=33THENYM=YM+1:POKEYM
-1,32
160 POKEYM,38:POKEYM+CO,6
170 IFYM=22:ALORYM-22=ALORYM+1-ALORYM-1-
ALTHEN1030
200 NEXTI:I:GOTO2000
1000 RESTORE:FORI=1TO30:READA(I):NEXT:I:IN
PUT"[BLUE]MUSIC "I$
1005 IFAS="3"THENC=0
1006 RETURN
1010 DATA230,230,231,234,234,231,230,227
,223,223,227,230,230,227,227
1020 DATA230,230,231,234,234,231,230,227
,223,223,227,230,227,223,223
1030 POKES,0:FORI=1TO22:FORT=250-I*2TO15
0-ISTEP-2:POKES2,T:NEXT:NEXT:POKES2,0
1040 SC=SC+10*W:PRINT"[HOME] [RIGHT] [RIGH
T] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [RIGHT] [PU
RPLE]#'[GREEN]"SC:TB=TB-1:POKEAL,37
1050 IFTB-0THEN1100
1060 GOTO&C
1100 POKES,0:FORI=0TO22:FORT=150-I*2TO20
0-I*2STEP10:POKES2,T:NEXT:NEXT:POKES2,0
1110 PRINT"[CLEAR] [DOWN] [DOWN] [DOWN] [DOWN]
[N] [DOWN] [DOWN] [DOWN] [DOWN] [DOWN] [DOWN] [

```

```

1000 [LEFT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
[BLACK]NEWSCREEN:FORI=1T030:POKES,A(I)
1120 FORT=1T0150:NEXT:NEXT3:POKES,0:TB=DO
1:DD=TB:W=W-1
1130 IFW/2=INT(W/2)THEN3000
1140 GOT040
2000 POKES,0:FORI=1T010:FORT=140-I*5T020
0-I*3:POKES2,T:NEXT:NEXT:POKES2,0
2010 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOWN]
N)[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][BLACK]TIME UP".PRINT"[DOWN][
DOWN][GREEN]YOU SCORED "SC" ON"
2020 PRINT"[DOWN]SCREEN "W:HI=0
2025 FORT=1T02500:NEXT
2030 FORI=1T05:IFSC>HS(I)THENHI=I:GOTO20
50
2040 NEXT:IFIH=0THEN2100
2050 POKEL98,0:PRINT"[CLEAR]YOU GOT HIGH
SCORE [DOWN]NUMBER "HI
2060 INPUT"[DOWN]YOUR NAME ":A$
2070 IFHI=5THENNS(5)=A$:HS(5)=SC:GOTO210
0
2080 FORT=4T0HISTEP-1:NS(I-1)=NS(I):HS(I
-1)=HS(I):NEXT:HS(HI)=SC:NS(HI)=A$
2100 POKE36869,40:PRINT"[CLEAR][BLUE]TI
ME BOMB [GREEN]HALL OF FAME"
2110 FORI=1T05:POKE646,I-1:PRINT"[DOWN]"
HS(I)" BY "NS(I):NEXT
2120 PRINT"[BLACK][DOWN][DOWN][DOWN][DOWN]
N)[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T]HIT ANY KEY":POKB198,0
2130 GETA:IFAS=" "THEN2130
2140 GOT010
2000 POKES,0:PRINT"[CLEAR][DOWN][DOWN][D
OWN][DOWN][DOWN][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][BLUE]BONUS":PRINT"[DOWN]SCORE PLUS BONUS
OF"NS(I)
3030 PRINT"[DOWN]SCORE=[RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]"SC
3040 SC=SC+W*10:PRINT"[DOWN]SCORE AND BO
NUS[RIGHT]"SC
3050 FORI=1T030:POKES2,A(I):FORY=1T0150:
NEXT:NEXT:POKES2,0
3060 GOT040

```

SKYWALKER BY M. OFFIELD

You'll certainly need some sort of force with you if you're going to outsmart the Beeb in this skirmish. The idea is that you must deflect the bolts of energy fired from the spinning weapons droid. You do this by swinging your Light Sabre about using: Z — Left, X — Right. Each time you're hit, you lose one of your three lives.

Try the program out on level one, just to get the hang of things. Level five is just what it says — impossible!

Electron owners will be pleased to hear that the game will also work on their machines. Type it in as listed. The teletext title screen will look a little unusual, with double printing and so on. You'll also find the game a little slow, but if you just use the more difficult levels, it'll still be quite a challenge.

```

30 :
60 ONERROR MODE$=REPORT:PRINT" et 110
":SRL:END
70 :
80 PROCINIT
90 MODE7
100 VDU23,1,0,0,0,0,0;
110 PROCTITLEPAGE
120 MODE1
130 VDU23,1,0,0,0,0,0;
140 PROCSCREEN
150 PROCPLAY
160 MODE7
170 VDU23,1,0,0,0,0,0;
180 PROCTABLE
190 IF AG$="y" THEN 120
200 PROCVEY
210 MODE7
220 END
230 :
240 DEF PROCINIT
250 *TV255
260 VDU23,224,0,0,7,31,63,63,127,127,2
3,225,0,0,128,224,208,96,168,208,23,226,
127,127,63,63,31,7,0,0,23,227,208,168,96
,208,224,128,0,0
270 EALL$=CHR$224+CHR$225+CHR$10+CHR$8
+CHR$8+CHR$226+CHR$227
280 VDU23,228,0,0,48,56,48,112,120,124
,23,229,114,114,49,49,48,48,56,23,230
,0,6,15,7,6,7,15,63,23,231,63,79,79,159,
159,31,63,63,23,232,0,0,48,57,49,114,122
,126
290 VDU23,233,112,112,48,48,48,48,56,5
6,23,234,0,6,15,135,71,71,111,63,23,235,
63,15,15,31,31,31,63,63,23,236,0,0,0,0,0
,60,126,255
300 DINFIGHT$(3),HSN$(5),HSX(5)
310 FIGHT$(1)=CHR$232+CHR$234+CHR$10+C
HR$8+CHR$8+CHR$233+CHR$235
320 FIGHT$(2)=CHR$228+CHR$230+CHR$10+C
HR$8+CHR$8+CHR$229+CHR$231
330 FIGHT$(3)=CHR$32+CHR$230+CHR$10+C
HR$8+CHR$8+CHR$236+CHR$231
340 FORIX=1TO5:HSN$(IX)="The Beeb":HSX
(IX)=100:NEXT
350 ENDPROC
360 :
370 DEF PROCTITLEPAGE
380 FORLN=0TO24:PRINTAB(0,LN)CHR$157C
HR$130:NEXT

```

```

390 FORIX=1TO2:PRINTAB(8,1-IX)CHR$14E
CHR$129CHR$136"SKYWALKER":NEXT
400 PRINTTAB(12,6)CHR$132"BY M.OFFIELD"
"
410 PRINTTAB(3,10)CHR$130"MOVE YOUR LI
GHT SABRE USING THE"
420 PRINTTAB(11,12)CHR$130"FOLLOWING X
EYS:-"
430 PRINTTAB(4,1)CHR$130"Z - LEFT"TAB
(25,14)"X - RIGHT"
440 PROCTUNE
450 PRINTTAB(9,17)CHR$133"SELECT LEVEL
(1-5)"
460 PRINTTAB(15,19)CHR$133"1 - EASY ...
5 - IMPOSSIBLE"
470 REPEAT
480 *FX15,1
490 LEVS=GET$:LEVN=VAL(LEVS)
500 UNTIL LEVN<6 AND LEVN>0
510 PRINT TAB(29,17):LEVN
520 PRINTAB(11,22)CHR$134"Any key to
play"
530 GN=GET
540 ENDPROC
550 :
560 DEF PROCSCREEN
570 P=0:FIREFLAG$=0:SCOREX=0:LIVESX=3
580 VDU 29,640,200;
590 VDU19,1,7,0,19,2,4,0,19,3,0,0;
600 GCOLOR,130
610 CLG
620 PROCCLUE
630 *FX15,1
640 GCOLOR,1;MOVE=640,-200;DRAW640,-200
:PLOT85,-640,-100:PLOT85,640,-100
650 MOVE 340,-100:PLOT85,640,50;MOVE=
340,-100;MOVE=640,-100:PLOT85,-640,50
660 VDU4
670 COLOUR1
680 PRINTTAB(10,0)"SCORE"TAB(23,0)"LIV
ES"

```

BB1

```
690 VDU5
700 GCOLG,0:MOVE(-18,5*32),-140:PRINT"
MAY THE
710 GCOLG,2:MOVE(-5,5*32),-140:PRINT"
BE WITH YOU"
E E B"
720 GCOLG,0:XBK=0:YBK=600:MOVINGX=0:MO
VEXBK,YBK:PRINTBALLS
730 GCOLG,0
740 SOUND0,-15,7,50
750 FOR FX=50 TO 250 STEP 4
760 SOUND1,0,FX,1
770 PLOT69,0,FX-100
780 NEXT
790 ENDPROC
800 :
810 DEF PROCPLAY
820 REPEAT
830 PROCSCORE
840 *FX13,1
850 IF INKEY(-98) FX=1:PROCSABRE
860 IF INKEY(-67) FX=0:PROCSABRE
870 PROCMOVEBALL
880 IF RND(12-LEVX)=1 AND FIREFLAGN=0
PROCBALLFIRE
890 UNTIL LIVESX=0
900 ENDPROC
910 :
920 DEF PROCPLUKE
930 GCOLG,0:MOVE0,200:DRAW30,190:PLOT8
5,-30,190
940 RESTORE 1010
950 FOR COORDS=1010
960 READ XX,YK
970 PLOT 85,XX,YK:PLOT 85,-XX,YK
980 NEXT
```

SKYWALKER BY M. OFFIELD

```

990 ENOPROC
1000 :
1010 DATA 40,170,35,150,30,130,20,110,4
0,100,30,100,50,90,70,80,90,40,95,0,100,
-20,90,-30,60,-30,55,-100
1020 :
1030 DEF PROCBSABRE
1040 GCOLA,0:MOVE0,0:ORAW (P*250), (COS(
P)*350)
1050 IF FX=1 P=P-0,1:IF P<PI/2 P=P-0,1
1060 IF FX=0 P=P-0,1:IF P>PI/2 P=P-0,1
1070 PROCMOVEBALL
1080 GCOLA,0:MOVE 0,0:ORAW (P*250), (COS
(P)*350)
1090 ENDPROC
1100 :
1110 DEF PROCMOVEBALL
1120 IF MOVINGX=FALSE AND RND(5)<4 THEN
1230
1130 GCOLA,2:MOVE XBX,YBX:PRINTBALLS
1140 IF MOVINGX=TRUE THEN I180
1150 MOVINGX=TRUE
1160 DRX=RND(4):OSX=200+RND(150)
1170 XBX=XBX+DSX:YBX=YBX+DSX:YBX=XBX
+DSX:YBX=YBX-OSX
1180 IF (DRX=1 AND XBX>550) OR (DRX=2 A
ND XBX<-580) OR (DRX=3 AND YBX>730) OR (
DRX=4 AND YBX<-450) THEN MOVINGX=FALSE:EN
DPROC
1190 IF DRX=1 THEN XBX=XBX+20:IF XBX>XB
IX THEN MOVINGX=FALSE:ENDPROC
1200 IF DRX=2 THEN XBX=XBX-20:IF XBX<XB
IX THEN MOVINGX=FALSE:ENDPROC
1210 IF DRX=3 THEN YBX=YBX+20:IF YBX>YB
IX THEN MOVINGX=FALSE:ENDPROC
1220 IF DRX=4 THEN YBX=YBX-20:IF YBX<YB
IX THEN MOVINGX=FALSE:ENDPROC
1230 GCOLA,1:MOVE XBX,YBX:PRINTBALLS
1240 ENDPROC
1250 :
1260 DEF PROCBALLFIRE
1270 SOUND0,-15,7,4
1280 FOR FX=255 TO 95 STEP -40: SOUND1,-
5,FX,1:NEXT
1290 X1X=XBX+30:Y1X=YBX-30
1300 FIREFLAGX=1
1310 IF X1X=0 M=0:GOTO1330
1320 M=Y1X/X1X
1330 GCOLA,1
1340 FOR YX=Y1X TO Y1X-30 STEP -(LEVX*5
)
1350 IF M=0 XN=0:GOTO1370
1360 XN=YX/M
1370 PLOT 69,XN,YX
1380 NEXT
1390 REPEAT
1400 IFRND(5)<4 GOTO 1430
1410 *FX15,1
1420 IF INKEY(-98) FX=1:PROCBSABRE ELSE
IF INKEY(-67) FX=0:PROCBSABRE ELSE PROCMO
VEBALL
1430 IF M=0 XN=0:GOTO1450
1440 XN=YX/M
1450 HIT1X=POINT(XN-5,YX):HIT2X=POINT(X
N,YX):HIT3X=POINT(XN-5,YX)
1460 GCOLA,1

```

```

1470 PLOT 69,XN,YX
1480 Y1X=YX-(LEVX*25)
1490 IF M=0 X1X=0:GOTO1510
1500 X1X=Y1X/M
1510 GCOLA,2
1520 PLOT 69,X1X,Y1X
1530 HITSABREX=(HIT1X=1) OR (HIT2X=1) O
R (HIT3X=1)
1540 DEAOX=(HIT1X=0) OR (HIT2X=0) OR (H
IT3X=0)
1550 YX=YX-(LEVX*5)
1560 UNTIL HITSABREX OR DEADN
1570 YX=YX-(LEVX*5)
1580 FIREFLAGX=0
1590 GCOLA,1:MOVE XBX,YBX:PRINTBALLS
1600 PROCCOVERSHOT
1610 IF HITSABREX THEN PROCHITSABRE ELSE
E IF DEAOX THEN PROCDXAO
1620 ENOPROC
1630 :
1640 DEF PROCCOVERSHOT
1650 GCOLA,0:MOVE0,0:ORAW (P*250), (COS(
P)*350)
1660 GCOLA,2
1670 FOR YLX=YX TO YX-(LEVX*20) STEP (L
EVX*5)
1680 IF M=0 THEN X1X=0:GOTO 1700
1690 X1X=YLX/M
1700 PLOT69,X1X,YLX
1710 NEXT
1720 GCOLA,0:MOVE0,0:ORAW (P*250), (COS(
P)*350)
1730 ENOPROC
1740 :
1750 DEF PROCHITSABRE
1760 SCOREX=SCOREN-10
1770 SOUND0,-15,7,4
1780 FOR FX=95 TO 215 STEP 30: SOUND1,-2
,FX,1:NEXT
1790 ENDPROC
1800 :
1810 DEF PROCDXAO
1820 LIVESX=LIVESN-1
1830 SOUND0,-15,7,125
1840 FOR FX=250 TO 0 STEP -2: SOUND1,0,F
X,1:NEXT
1850 TIME=0:REPEATUNTILTIME>50
1860 GCOLA,1:MOVE-680,-200:DRAW640,-200
:PLOT85,-640,-100:PLOT85,640,-100
1870 XFX=14,5*32:YFX=-100
1880 FOR BN=1 TO 5
1890 FOR CHX=2 TO 1 STEP -1
1900 GCOLA,0
1910 MOVE (-XFX-64),YFX:PRINT FIGHT$(CH
X)
1920 MOVE XFX,YFX:PRINT FIGHT$(CHX)
1930 SOUND0,-15,3,CHX,5
1940 TIME=0:REPEAT UNTIL TIME>20
1950 GCOLA,1
1960 MOVE (-XFX-64),YFX:PRINT FIGHT$(CH
X)
1970 MOVE XFX,YFX:PRINT FIGHT$(CHX)
1980 NEXT:NEXT
1990 GCOLA,0
2000 MOVE (-XFX-64),YFX:PRINT FIGHT$(3)
2010 MOVE XFX,YFX:PRINT FIGHT$(3)

```


888

```

2020 SOUND 0, -15, 6, 30
2030 TIME=0: REPEAT UNTIL TIME>300
2040 PROC DITTY
2050 IF LIVESN=0 THEN 2110
2060 GCOL0,1
2070 MOVE (-FX*64), YFX: PRINT FIGHTS(3)
2080 MOVE XFX, YFX: PRINT FIGHTS(3)
2090 GCOL0,0: MOVE (-14, 5*32), -140: PRINT
" MAY THE BE WITH YOU"
2100 GCOL0,2: MOVE (-5, 5*32), -140: PRINT
" B E K E"
2110 ENDPROC
2120 :
2130 DEF PROC SCORE
2140 VDUA
2150 COLOUR1
2160 PRINT TAB(16,0): SCORE TAB(29,0): LIV
ESX
2170 VDUA
2180 ENDPROC
2190 :
2200 DEF PROC TUNE
2210 RESTORE 2320
2220 FOR SDX=1 TO 12: READ FX, DX: SOUND1, -1
5, FX, DX: NEXT
2230 RESTORE 2330
2240 FOR SDX=1 TO 8: READ FX, DX: SOUND1, -15
, FX, DX: NEXT
2250 RESTORE 2320
2260 FOR SDX=1 TO 12: READ FX, DX: SOUND1, -1
5, FX, DX: NEXT
2270 RESTORE 2340
2280 FOR SDX=1 TO 4: READ FX, DX: SOUND1, -15
, FX, DX: NEXT
2290 TIME=0: REPEAT UNTIL TIME>400
2300 ENDPROC
2310 :
2320 DATA 1, 10, 109, 20, 101, 3, 97, 3, 89, 3, 1
29, 10, 109, 20, 101, 3, 97, 3, 89, 3, 129, 10, 109,
20
2330 DATA 101, 3, 97, 3, 101, 3, 89, 40
2340 DATA 121, 3, 117, 3, 121, 3, 109, 40
2350 :
2360 DEF PROC DITTY
2370 RESTORE 2420
2380 FOR SDX=1 TO 7: READ FX, DX: SOUND1, -15,
FX, DX: NEXT
2390 TIME=0: REPEAT UNTIL TIME>500
2400 ENDPROC
2410 :
2420 DATA 1, 10, 105, 21, 101, 3, 93, 3, 89, 3, 1
25, 10, 109, 30
2430 :
2440 DEF PROC TABLE
2450 PROC NEW HIGH: CLS
2460 FOR IN=1 TO 2: PRINT TAB(5,1-IN): CHR$(129
CHR$(136) CHR$(141) " H I G H S C O R E S": NK
XT
2470 PRINT TAB(14,5): CHR$(132) " LEVEL ": LEVX
2480 FOR NX=1 TO 5
2490 PRINT TAB(9,7+NX*2): CHR$(129-NX) HSNS
(NX) TAB(24,7+NX*2): HSX(NX)
2500 NEXT
2510 *FX15,1
2520 PRINT TAB(10,21): CHR$(129) " ANOTHER GAM

```

```

2530 REPEAT: AGS=GET$: UNTIL AGS="Y" OR A
GS="N"
2540 PRINT TAB(25,21): AGS
2550 TIME=0: REPEAT UNTIL TIME>100
2560 ENDPROC
2570 :
2580 DEF PROC NEW HIGH
2590 IF SCORE<-HSX(5) THEN ENDPROC
2600 FOR IN=1 TO 2
2610 PRINT TAB(1,2-IN): CHR$(129) CHR$(137) CHR$(
136) CHR$(141) " C O N G R A T U L A T I O N S"
"
2620 NEXT
2630 PRINT TAB(9,10): CHR$(130) " YOUR SCORE I
S IN THE"
2640 PRINT TAB(14,12): CHR$(131) " TOP FIVE : "
"
2650 PROC CONGRATS
2660 PRINT TAB(8,16): CHR$(132) " PLEASE INPUT
YOUR NAME"
2670 PRINT TAB(0,20): CHR$(133
2680 *FX15,1
2690 INPUT TAB(15,20): NAMES
2700 PRINT TAB(25,20): CHR$(152
2710 FOR LX=21 TO 23: PRINT TAB(0,LX): CHR$(
152): NEXT
2720 TIME=0: REPEAT UNTIL TIME>300
2730 IF LEN(NAMES)>10 THEN NAMES=LEFT$(
NAMES,10)
2740 REM BUBBLE SORT ROUTINE
2750 HSX(5)-SCORE: HSNS(5)-NAMES
2760 FOR LOOPX=5 TO 1 STEP -1
2770 CX=0
2780 FOR IX=1 TO LOOPX
2790 IF HSX(IX)>HSX(IX+1) THEN CX=IX-1
: GOTO 2830
2800 DUMS=HSNS(IX+1): DUMX=HSX(IX+1)
2810 HSNS(IX+1)=HSNS(IX): HSX(IX+1)=HSX(
IX)
2820 HSNS(IX)=DUMS: HSX(IX)=DUMX
2830 NEXT IX
2840 IF CX=LOOPX THEN LOOPX=0
2850 NEXT LOOPX
2860 ENDPROC
2870 :
2880 DEF PROC CONGRATS
2890 RESTORE 2940
2900 FOR SDX=1 TO 22: READ FX, DX: SOUND1, -15
, FX, DX: NEXT
2910 TIME=0: REPEAT UNTIL TIME>300
2920 ENDPROC
2930 :
2940 DATA 1, 5, 89, 5, 97, 5, 101, 10, 81, 15, 10
1, 5, 97, 5, 101, 5, 109, 10, 89, 15, 89, 5, 97, 5, 10
1, 5, 117, 9, 109, 3, 109, 3, 101, 5, 101, 5, 97, 5, 8
9, 5, 97, 5, 101, 25
2950 :
2960 DEF PROC BYE
2970 CLS
2980 FOR YGBX=3 TO 18 STEP 15
2990 FOR IN=1 TO 2: PRINT TAB(10, YGBX-IN): CH
R$(131) CHR$(129) CHR$(136) " G O D B Y E": NEXT
3000 NEXT
3010 PRINT TAB(6,9): CHR$(132) " THE HIGHEST S
CORE WAS": CHR$(136): HSX(1)
3020 PRINT TAB(8,12): CHR$(130) " ACHIEVED BY"
CHR$(136): HSNS(1)
3030 PRINT TAB(14,14): CHR$(131) " ON LEVEL": CH
R$(136): LEVX
3040 RESTORE 3090
3050 FOR SDX=1 TO 16: READ FX, DX: SOUND1, -15
, FX, DX: NEXT
3060 GX=INKEY(1000)
3070 ENDPROC
3080 :
3090 DATA 89, 10, 89, 6, 125, 20, 89, 10, 97, 6, 1
29, 20, 125, 7, 117, 3, 137, 10, 129, 7, 117, 3, 137
, 10, 129, 7, 117, 3, 125, 6, 109, 30

```

CATERPILLAR BY STEVEN HOWARD

```

10 T%=0:5%:=0
20 SYMBOL AFTER 240
30 SYMBOL 240,153,90,24,219,90,2
19,90,219
40 SYMBOL 241,6,24,126,223,191,1
91,223,126
50 SYMBOL 242,60,126,255,255,24,
24,24,24
60 SYMBOL 243,0,0,0,15,63,127,25
5,255
70 SYMBOL 244,0,0,0,0,224,240,24
0,240
80 SYMBOL 245,7,7,7,7,0,0,0
90 SYMBOL 246,8,28,28,107,127,10
7,8,28
100 SYMBOL 247,128,112,248,252,2
54,126,51,7
110 SYMBOL 248,133,201,113,49,11
9,30,4,4
120 SYMBOL 249,0,24,44,94,94,191
,191,255
130 SYMBOL 250,0,255,126,60,7,0,
0,0
140 GOSUB 780
150 INK 0,0,INK 1,10 INK 2,12,IN
K 3,4 INK 4,3 INK 5,9,INK 6,13,1
NK 7,9,0
160 MODE 0
170 TAG
180 X%=290 Y%=100
190 TI=0
200 SOUND 1,300,10,7,0,0,1
210 GOSUB 380
220 GOSUB 420
230 TI=TI+20
240 B%=247:C%=4
250 IF TI,1000 AND TI,1500 THEN
GOSUB 520
260 B%=248:C%=6
270 IF TI,3000 AND TI,3500 THEN
GOSUB 520
280 B%=242:C%=5
290 IF TI,3500 AND TI,4500 THEN
GOSUB 520
300 B%=246:C%=3
310 IF TI,5000 AND TI,5500 THEN
GOSUB 520
320 B%=241:C%=1
330 IF TI,6500 AND TI,7000 THEN
GOSUB 520
340 IF INT(RND*50)=1 THEN GOSUB
570
350 GOSUB 640
360 IF TI,7500 THEN TI=0:GOTO 20
0
370 GOTO 200

```

Well, it would seem that caterpillars don't like mushrooms. So, in this game you must guide your caterpillar through the mushroom patch, avoiding the mushrooms, but picking up twigs, flowers, apples and acorns for bonus points as you work your way through the seasons.

There are only two keys to master: "Z" — Left "M" — Right but you'll still find this game pretty tough. For such a short game, the graphics are excellent and will no doubt provide many tips for prospective game writers.

```

380 MOVE X%,Y%.PRINT CHR$(240).
390 IF INKEY(38) AND X%,20 THEN
X%=X%-8
400 IF INKEY(71) AND X%,600 THEN
X%=X%+8
410 RETURN
420 TAGOFF
430 L%=INT(RND*17)+1
440 PEN 5
450 LOCATE L%,1:PRINT CHR$(243)
460 LOCATE L%+1,1:PRINT CHR$(244)
)
470 PEN 2
480 LOCATE L%,2:PRINT CHR$(245)
490 LOCATE 1,1:PRINT CHR$(11)
500 TAG
510 RETURN
520 TAGOFF
530 PEN C%
540 LOCATE (INT(RND*20))+1,1:PRI
NT CHR$(B%)
550 TAG
560 RETURN
570 TAGOFF

```



AMSTRAD CPC 464

```

580 O%=INT(RND*18)
590 PEN 7
600 LOCATE O%+1,1:PRINT CHR$(249)
)
610 LOCATE O%+1,2:PRINT CHR$(250)
)
620 TAG
630 RETURN
640 H%=%X+16
650 V%=%Y
660 IF TEST(H%,V%)=4 THEN S%=S%+
5: SOUND 1.80,10,7
670 IF TEST(H%,V%)=6 THEN S%=S%+
10: SOUND 1.70,10,7
680 IF TEST(H%,V%)=3 THEN S%=S%+
15: SOUND 1.60,10,7
690 IF TEST(H%,V%)=1 THEN S%=S%+
20: SOUND 1.50,10,7
700 IF TEST(H%,V%)=7 THEN S%=S%+
50: SOUND 1.40,10,7
710 IF TEST(H%,V%)=5 THEN GOTO 7
50
720 TAGOFF
730 TAG
740 RETURN
750 SOUND 1.650,50,7,0,0,1
760 IF S%>T% THEN T%=S%
770 FOR Q=1 TO 2000:NEXT
780 INK 0,0:INK 1,12:INK 2,4:INK
3,9
790 MODE 1: PEN 2: BORDER 0: PAPER
0
800 LOCATE 14,1:PRINT "CATERPILLAR"
810 PEN 3: LOCATE 4,4:PRINT "Guid
e the caterPillar through the"
820 PRINT " mushroom Patch.You

```

```

start in Autumn"
830 PRINT " and work your way t
hrough the four"
840 PRINT " seasons.You score p
oints by eating"
850 PRINT " food on the way "
860 PEN 1: LOCATE 10,11:PRINT "le
aves.....5 Points"
870 PRINT " twigs.....10
Points"
880 PRINT " flowers...15
Points"
890 PRINT " apples....20
Points"
900 PRINT " acorns....50
Points"
910 PEN 2: LOCATE 10,17:PRINT "Z
= left M = right"
920 PEN 3: LOCATE 11,19:PRINT "HI
GH SCORE ".T%
930 LOCATE 11,21:PRINT "YOUR SCO
RE ",S%
940 PEN 1: LOCATE 10,24:PRINT "PR
ESS SPACE TO START",
950 S%=0
960 G=INKEY(47):IF G=0 THEN GOTO
150 ELSE GOTO 960

```

SHOWJUMPING BY ERIC TILLEY

```

1 GRAPHICS 2:16:POSITION 4,0:7 #6:"SHOW JUMPING":POSITION 8,1:7 #6:"BY":POSITION
4,2:7 #6:"ERIC TILLEY"
2 JGUS 2000:POSITION 4,4:7 #6:"[INV]MOVE[INV] [INV]STICK[INV] [INV]TO[INV]":POS
ITION 4,5:7 #6:"[INV]SELECT[INV] [INV]JUMPER[INV]":POSITION 8,5:7 #6:"[INV]OP[INV]
V [INV]JUMP[INV]"
3 POSITION 2,8:7 #6:"trigger to start":NUMJMP=10
4 POSITION 2,11:PRINT #6:"JUMPS=":NUMJMP:FOR D=1 TO 50:NEXT D
5 IF REST1(0)=0 THEN 10
6 IF STICK(0)>15 THEN NUMJMP=NUMJMP+10:IF NUMJMP>30 THEN NUMJMP=10
7 GOTO 4
10 GRAPHICS 18:POSITION 2,2:7 #6:"PLEASE WAIT":POSITION 2,4:7 #6:"WHILE STEWARD"
"POSITION 2,6:7 #6:"GET UP COURSE"
11 FOR D=1 TO 100:NEXT D
12 JGUS 1000
13 UP=0:UPC=1:SP=50:H=1:PLT=0
14 JPCOU=0
20 D=USR(VF,REST1(0),PL1):D=USR(VF,REST2(0),PL1)
32 FOR D=1 TO 200:NEXT D
24 GOSUB 1540
25 STATIM=(PEEK(18)*65536)+(PEEK(19)*256)+PEEK(20))/60
40 J=INT(RND(0)*10)+1:D=USR(VF,JUMP(J),0,PL2):IF J=1 OR J=4 THEN POKE 53250,3
50 FOR I=101 TO 38 STEP -4
51 IF UP=0 THEN SOUND 0,200,8,15:SOUND 0,0,0,0
55 IF STICK(0)=0 AND UPC=1 THEN UP=1:D=USR(VF,HORSE(3),PL0,PL0-10):D=USR(VF,HORSE
K(2),PL1,PL1-10):GST=10:(SP/10)
56 IF UP=0 THEN D=USR(VF,HORSE(H),PL0,PL0):D=USR(VF,HORSE(H+1),PL1,PL1)
57 IF UP=1 THEN UPC=1:IF UPC=8 THEN UP=1:UP=0:D=USR(VF,HORSE(H),PL0-10,PL
0):D=USR(VF,HORSE(H+1),PL1-10,PL1)
58 IF UP=0 THEN SOUND 0,130,8,15:SOUND 0,0,0,0
80 POKE 53250,1
85 IF PEEK(HIT1)>2 OR PEEK(HIT2)>2 THEN GOSUB 300
90 H=2:IF H=3 THEN H=1
92 IF STICK(0)<8 THEN SP=SP-2:IF SP<0 THEN SP=0
94 IF STICK(0)<8 AND STICK(0)<13 THEN SP=SP+2:IF SP>50 THEN SP=50
96 FOR D=0 TO SP:NEXT D
100 NEXT I
101 JPCOU=JPCOU+1:IF JPCOU=NUMJMP THEN 600
105 POKE 53250,INT(RND(0)*2)
110 D=USR(VF,JUMP(J),PL2,0)
120 GOTO 47
300 SOUND 0,2,8,10:PLT=PLT+4:SP=50:UP=0:UPC=1
305 D=USR(VF,HORSE(3),PL0-10,0):D=USR(VF,HORSE(2),PL1-10,PL1)
310 D=USR(VF,FALL1,PL0,PL0):D=USR(VF,FALL2,PL1,PL1)
330 FOR D=1 TO 1-40 STEP -1
340 POKE 53250,2
350 NEXT D
360 I=1-40:POKE HIT1,1
370 SOUND 0,0,0,0:FOR D=1 TO 250:NEXT D
380 RETURN
600 FINTIM=(PEEK(18)*65536)+(PEEK(19)*256)+PEEK(20))/60
610 D=USR(VF,REST1,PL0,PL0):D=USR(VF,REST2,PL1,PL1)
620 GOSUB 1540
630 TOTIM=FINTIM-STATIM
640 GRAPHICS 2:16
641 POKE 53277,0
660 POSITION 0,0:PRINT #6:"[INV]JUMPS[INV] ":NUMJMP
660 POSITION 0,2:PRINT #6:"[INV]faults[INV] "PLT
670 POSITION 0,4:PRINT #6:"time "TOTIM
675 JGUS 2000
700 GOTO 700
1540 FOR J=1 TO 25
1550 SOUND 0,10,14,15:SOUND 1,20,14,15
1560 FOR D=1 TO 5:NEXT D
1570 SOUND 0,15,14,15:SOUND 1,25,14,15
1580 FOR D=1 TO 5:NEXT D
1590 NEXT J
1570 SOUND 0,0,0,0:SOUND 1,0,0,0
610 RETURN
1700 FOR SI=0 TO 2
1710 FOR S2=1 TO 2
1720 GOSUB 2070:FOR D=1 TO 50:NEXT D:GOSUB 2120
1730 FOR S3=1 TO 3:GOSUB 2070:FOR D=1 TO 15:NEXT D:GOSUB 2120:NEXT S3
2040 NEXT S2
2050 NEXT S1
2060 SI=3:GOSUB 2070:FOR D=1 TO 200:NEXT D:GOSUB 2120
2060 RETURN
2070 SOUND 0,0,10,10
2080 IF SI=0 THEN SOUND 1,64,10,10
2090 IF SI=1 THEN SOUND 2,53,10,10
2100 IF SI=2 THEN SOUND 3,40,10,10

```

Make the jumps safely, but all the time keep an eye on the clock. This game has you competing as a show jumper.

You have to clear all the jumps, including uprights, doubles and the dreaded water, to complete the course.

The game graphics are excellent, especially when your horse falls! Of course, the idea is that

```

110 RETURN
111 SOUND 0,0,0,0:SOUND 1,1,1,1:SOUND 0,0,0,0
112 RETURN
113 TO REM GET UP F.W
1000 POKE 100,PEEK(106)+5:GRAPHICS 3:
1020 PEEK(106)+1)*256
1030 POKE 54279,PEEK(106)+1
1035 POKE 53277,3:POKE 533,46

```



ATARI

you fall as little as possible, thus keeping down the number of faults at the end. This involves timing the speed and the jumps correctly. Use the joystick:
 RIGHT—Increase Speed
 LEFT—Decrease Speed
 FIRE—Jump

When typing in the listing, take care of the graphics commands, shown as (INV).



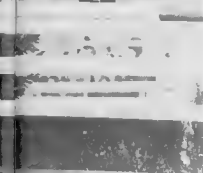
```

10036 FOR I=0 TO 1023
10037 POKE PBASE+I,0
10038 NEXT I
10040 PLO=PBASE+500:PL1=FLO+128:PL2=PL1+132
10060 DLM HORSE(4),JUMP(10),TXT$(8)
10070 HORSE(1)=PBASE+HORSE(2)+HORSE(1)+13:HORSE(3)=HORSE(2)+13:HORSE(4)=HORSE(3)
10080 JUMP(1)=HORSE(4)+14:FOR I=2 TO 10:JUMP(1)=JUMP(1-1)+9:NEXT I
10091 FALL=JUMP(10)+11:FALL2=FALL+13
10092 REST1=FALL+13:REST2=REST1+13
10094 RESTORE 10220
10100 FOR I=0 TO 198
10110 READ X:POKE PBASE+I,X:SOUND 0,1,10,5
10120 NEXT I
10130 POKE 623,1:POKE 712,154:POKE 708,194
10140 COLOR 1
10145 SOUND 0,2,0,0
10150 FOR I=18 TO 23
10160 PLOT 0,1:DRAWTO 39,1
10170 NEXT I
10180 POKE 53248,80:POKE 53249,88
10190 POKE 704,34:POKE 705,34:POKE 706,0
10192 HITCLR=53278:HITI=53060:HIT2=53261
10190 DATA 12,0,0,42,33,35,63,127,127,113,41,28
10200 DATA 12,48,116,139,247,304,252,252,248,248,55,208,30
10210 DATA 12,0,0,0,128,67,63,63,127,127,89,209,160
10220 DATA 12,48,112,132,242,207,255,255,248,248,12,138,5
10230 DATA 8,0,0,0,128,128,128,128,128,128
10240 DATA 8,0,0,0,24,25,25,31,31
10250 DATA 8,1,14,26,18,50,128,88,194
10260 DATA 8,128,128,128,128,128,128,128,128,128
10270 DATA 8,12,12,71,35,31,31,63,255
10280 DATA 8,32,84,128,143,255,243,252,255
10290 DATA 8,255,255,128,255,128,255,255,255
10300 DATA 8,24,24,255,128,255,128,255,128
10310 DATA 8,0,0,1,3,7,15,31,63
10320 DATA 10,0,0,0,0,0,0,255,255,255
10330 DATA 12,0,0,0,0,12,12,71,35,31,31,63,255
10340 DATA 12,0,0,0,0,32,84,128,143,255,243,252,255
10350 DATA 12,1,1,3,3,109,63,127,127,127,65,33,32
10360 DATA 12,128,136,14,238,162,248,248,248,240,8,144,16
10370 VP=1536
10380 RESTORE 2:GOTO
10390 FOR I=0 TO 43
10400 READ X:POKE VP+I,X
10410 NEXT I
10420 RETURN
10430 DATA 104,168,5,104,149,220,202,16,250,188,220,188,222,180,3,177,224,17
10440 DATA 168,165,223,240,9,189,0,145,222,136,208,248,138,168,185,221,240,7,177,
224,145,220,136,208,248,96

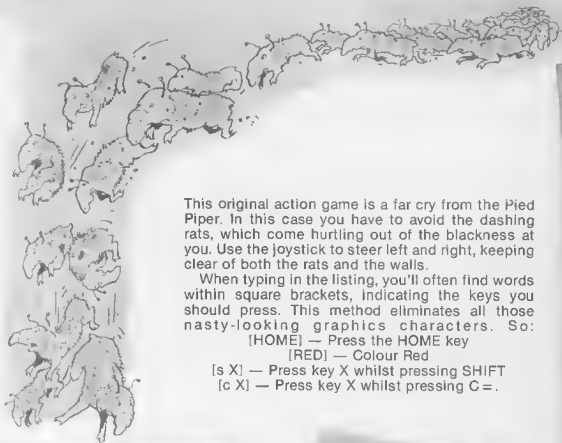
```

AND 2,0,1: SOUND 3,0,0,0

9:10



SEWER RATS BY MARK ELLIS



This original action game is a far cry from the Pied Piper. In this case you have to avoid the dashing rats, which come hurtling out of the blackness at you. Use the joystick to steer left and right, keeping clear of both the rats and the walls.

When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters. So:

[HOME] — Press the HOME key

[RED] — Colour Red

[s X] — Press key X whilst pressing SHIFT

[c X] — Press key X whilst pressing C =.

```

1010 PRINTCHR$(147)
1020 L$=""; FORI=1TO4: L$=L$+CHR$(157); NEX
T
1030 POKE53280,0: POKE53281,0
1040 GOSUB1820: REM TITLE
1050 REM *** READ SPRITE DATA ***
1060 FORI=0TO62: READJ: POKE832-I,J: NEXT
1070 FORI=0TO62: READJ: POKE896-I,J: NEXT
1080 FORI=0TO62: READJ: POKE960-I,J: NEXT
1090 PRINTCHR$(147)
1100 REM *** SET UP SPRITES ***
1110 POKE2040,13: VC=53248: POKEVC+21,5
1120 POKE2041,14: POKE2042,15: POKEVC+40,8
1130 POKEVC+39,14: POKEVC+23,7: POKEVC+29,
7
1140 POKEVC+0,150: POKEVC+1,180
1150 POKEVC+28,2: POKEVC+41,10
1155 POKE54296,15
    
```

```

1160 REM *** SET UP SOUND ***
1170 S=54272: FORI=0TO24: POKES-I,0: NEXT
1180 S1=54286: POKES+5,31: POKES+6,240
1190 POKES+24,15: POKES1+5,31: POKES1+6,24
0
1200 L=12: X=150: W=12: Z=0: SE=0
1210 POKE646,14
1220 PRINTCHR$(19)CHR$(5)
1230 FORI=1TO21
1240 PRINTTAB(9)"[c B] "SPC(16)" [c B]"
1250 NEXT: POKEVC+31,0: POKEVC+30,0
1260 PRINTCHR$(19)CHR$(30)
1290 FORI=1TO21
1300 PRINTCHR$(18)" "SPC(20):
1310 PRINT" " " "
1320 NEXT "": REM BOTH 9 SPACES
1330 PRINTCHR$(19)CHR$(5)"SCORE:"
1340 PRINTCHR$(19)TAB(28)"HIGH:"
    
```

CBM 64



```

1350 REM ***MAIN LOOP ***
1360 IF CR=0 THEN GOSUB 1580
1370 SE=SE+1
1380 CY=CY+16:IF CY>210 THEN CY=1:CR=0
1390 P=PEEK(56320)
1400 IF P=123 THEN Z=1
1410 IF P=119 THEN Z=2
1420 ON Z GOSUB 1530,1550
1430 POKEVC=0,X
1440 POKEVC=4,R:POKEVC=5,CY
1450 PRINT CHR$(19)TAB(6)" "L&SE
1460 IF SE>HIT THEN HI=SE
1470 PRINT CHR$(19)TAB(34):HI
1480 IF PEEK(VC+31)AND 1=1 THEN 1600
1490 IF PEEK(VC+30)AND 1=1 THEN 1600
1500 POKEVC=31,0:POKEVC=30,0
1510 GOTO 1360
1520 REM *** MAN DIRECTION ***
1530 X=X-2:IF X<10 THEN X=10
1540 RETURN
1550 X=X+2:IF X>250 THEN X=249
1560 RETURN
1570 REM *** NEW POSITION OF RAT ***
1580 R=INT(RNO(TI)*24-110):CR=2
1590 FOR K=150 TO 250 STEP 15:POKE K+11,17:POKE
    K+8,K: NEXT
1583 POKES=11,0: RETURN
1590 REM *** CRASH INTO KERN ***
1600 POKEVC=21,6:POKE 1+4,0
1610 POKEVC=2,X:POKEVC=3,180
1620 FOR V=150 TO STEP-1:POKE V+1,2+V
1630 POKE 53270,INT(RNO(1)*8)
1640 POKES=4,129:POKE S+24,V
1650 POKEVC=37,INT(RNO(TI)*15)
1660 POKEVC=38,INT(RNO(TI)*15)
1670 NEXT:POKE S+4,0
1680 POKEVC=21,0
1690 REM *** NEW GAME ***
1700 PRINT CHR$(19):CY=1:CR=0
1710 POKE 646,INT(RND(TI)*15)
1720 FOR I=1 TO 4:PRINT CHR$(17):NEXT
1730 POKE 53270,200
1740 PRINTTAB(12)"YOU HAVE BEEN"
1750 PRINTTAB(11)"EATEN PRESS FIRE"
1760 POKEVC=4,R:POKEVC=5,CY
1770 IF PEEK(56320)<>111 THEN 1700
1780 PRINT CHR$(145)CHR$(145)CHR$(145)

```

```

1790 PRINTTAB(12)"
1800 PRINTTAB(11)"
13
1810 GOTO 1110
1820 REM *** TITLE PAGE ***
1830 PRINT CHR$(19)CHR$(5)
1840 PRINTTAB(7)"> S E W E R *";
1850 PRINT"R A T S <"
1860 PRINT CHR$(17)CHR$(17)
1855 PRINTTAB(5)"
1866 PRINTTAB(5)"
    BY M.ELLIS"
    ][c T][c T][c T][c T][c T][c T][c T][c T]
1870 PRINTTAB(5)"USE JOYSTICK TO ";
1880 PRINT"STEER YOUR MAN"
1890 PRINTTAB(5)"AND AVOID THE ";
1900 PRINT"SEWER RATS...."
1910 PRINTTAB(5)"ALSO WATCH OUT, ";
1920 PRINT"FOR THE WALLS...."
1930 PRINT CHR$(17)CHR$(17)CHR$(17)
1940 PRINTTAB(9)"PRESS A KEY TO PLAY"
1950 GET A$:IF A$="" THEN 1950
1960 RETURN:REM INTO GAME
1970 REM *** SPRITE 0 (MAN) ***
1980 DATA 0,0,0,0,60,0,0,60,0,0
1990 DATA 60,0,0,24,0,0,255,0,1
2000 DATA 189,128,1,60,128,1,60,128,1,255
2010 DATA 128,0,126,0,0,60,0,0,36
2020 DATA 0,0,36,0,0,36,0,0,231,0
2030 DATA 0,0,0,0,0,0,0,0,0
2040 DATA 0,0,0,0,0
2050 REM ** SPRITE 1 (CROSSBONES) **
2060 DATA 0,248,0,1,252,0,3,254,0,2
2070 DATA 118,0,2,114,0,3,222,0
2080 DATA 3,222,0,3,254,0,1,140,0,2
2090 DATA 250,0,6,115,0,1,4,0,0
2100 DATA 136,0,6,115,0,1,4,0,0
2110 DATA 80,0,0,80,0,0,32,0
2120 DATA 6,3,0,2,0,0,1,4,0
2130 REM *** SPRITE 2 (RAT) ***
2140 DATA 0,16,0,0,16,0,0,16,0,0
2150 DATA 16,0,0,16,0,0,16,0,0
2160 DATA 16,0,0,16,0,0,124,0,0,254
2170 DATA 0,254,0,0,254,0,0,254
2180 DATA 0,254,0,0,254,0,0,186,0
2190 DATA 254,0,0,124,0,0,56,0,0,16,0,0
    ,0,0

```



ROCK FALL

BY ANDREW CLAPHAM

```

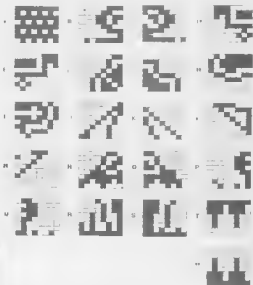
1 LET h$="000"
5 REM ROCK FALL February 85
  By A. CLAPHAM

10 DATA 255,170,255,85,255,170
,255,35
20 DATA 7,12,27,26,12,7,1,95
30 DATA 240,152,108,44,152,240
,192,253
40 DATA 112,119,87,16,31,2,5,2
50 DATA 7,247,245,4,252,32,80,
32
60 DATA 3,4,5,11,23,43,45,46
70 DATA 0,224,32,160,220,226,2
50,122
80 DATA 95,191,191,152,99,28,0
,0
90 DATA 250,237,5,237,122,194,
92,32
100 DATA 1,3,5,10,18,36,68,200
110 DATA 0,128,64,160,144,72,68
,34
120 DATA 120,39,17,9,5,3,1,0
130 DATA 28,136,16,32,64,128,0,
0
140 DATA 6,9,11,22,57,127,221,1
36
150 DATA 192,32,160,208,28,252,
222,138
151 DATA 3,6,7,6,3,1,65,37
152 DATA 96,48,112,48,96,64,64,
210
153 DATA 19,11,11,41,41,165,165
,255
154 DATA 228,232,232,200,200,20
0,210,255
155 DATA 255,238,238,68,68,68,0
,0
156 DATA 0,0,68,68,68,238,238,2
55
160 FOR n=USR "a" TO USR "u"-7:
  READ x: POKE n,x: NEXT n
170 FLASH 0: OVER 0: INVERSE 0:
  BORDER 1: PAPER 1: INK 7: BRIGHT 1: CLS
180 LET a$="1100010001101010101
01010100011001100101010001010101
00100011010100000000000000000011
10010010001000100010101000100011
00111010001000100010101110111"
190 LET p=1
200 FOR n=1 TO 9: FOR m=1 TO 16
210 IF a$(p)="1" THEN PRINT 1
NK 6:AT n*2,(m-1)*2:"FG":AT n*2+
1,(m-1)*2:"HI"
215 IF INKEY$="a" THEN LET m=1
00: LET n=200: NEXT m: NEXT n: G
O TO 400

```

Infinite screens, and all different, should keep you glued to this *Boulder Dash* variation. The idea of the game is to collect five diamonds on each screen, whilst avoiding Egbert, the alien. Whenever you tunnel underneath a rock, the rock will fall, either stunning the alien for a bonus, or destroying a diamond (not advised!). Every five screens there will be no earth to tunnel through and on later screens the alien will speed up.

When typing the listing, you'll come across underlined characters. These are in place of the user-defined graphics which are normally scattered through the listing and should be typed in GRAPHICS mode (the G cursor). So if you see the character F, enter graphics mode (CAPS SHIFT + '9'), then hit the character and then return to normal mode (CAPS SHIFT + '9' again). You may also come across a set of characters such as sh8. These refer to Spectrum symbol graphics (above the keys 1 to 8). Again in graphics mode, hold down the SHIFT key whilst pressing the number (in this case '8'). When the program has been run, a listing will show the graphics, shown in the diagram below.



```

220 LET p=p+1
230 NEXT m: NEXT n
240 FOR n=0 TO 15
245 IF INKEY$="s" THEN GO TO 4
00

```


SPECTRUM 16/48K

```

250 PRINT AT 0.n: INK 5;" BC":A
T 1.n: INK 4;" DE"
260 PRINT AT 11.30-n: INK 7:"NO"
"
270 PRINT AT 20.n: INK 3;" JK":
AT 21.n:" LM"
280 BEEP .01.n: NEXT n
290 LET a$="

```

Press S to play.

```

A.Clapham presents
-----ROCKFALL-----
Guide Ernie the mining robot to
collect five diamonds. Avoid
Eggbert NO and do not run o
ut of air. KEYS Q=
UP A=DOWN M=RIGHT N=LEFT

```

```

"
295 LET a$=a$+"5 points for eac
h jewel + bonus for screen and k
illing Eggbert. CAN YOU BEAT
THE HIGHSCORE OF "+h$+" ???

```

```

300 DIM k(4): LET c=1: LET d=1:
RESTORE 370: FOR n=1 TO 4: READ
k(n): NEXT n: RESTORE 360: READ
q,z: IF INKEY$="s" THEN GO TO
400

```

```

310 LET x=0: FOR n=1 TO LEN a$-
32: LET x=x+1: IF x=8 THEN LET
x=1

```

```

320 IF INKEY$="s" THEN LET n=1
000: GO TO 340

```

```

330 PRINT AT 10.0: INK x:a$(n T
O n+31): BEEP .01.q: LET z=z-1:
IF z=0 THEN READ q,z: IF z=99 T
HEN RESTORE 360: READ q,z

```

```

335 BEEP .01.k(c): LET d=d+1: I
F d=3 THEN LET d=1: LET c=c+1:

```

```

IF c=5 THEN LET c=1
340 NEXT n: IF n<1000 THEN GO
TO 310
350 GO TO 400
360 DATA -59.16.4.3,-59.1.4.4.7
.3,-59.1.7.4.11.4.9.2.7.2.11.8.1
6.3,-59.1.16.2.14.2.11.4.9.2.7.2
.11.4.9.2.7.2.4.4.4.8
365 DATA 4.4.99.99
370 DATA -8.-1.0.-1
390 DATA 99.99
400 LET sc=1
410 LET s=0
420 LET I=3
430 INK 7: PAPER 1: BRIGHT 1: C
LS

```

```

440 PRINT AT 10.10:"SCREEN ":sc
441 IF sc=1 THEN PRINT AT 12.0
: PAPER 7: INK 0:" THE EA
SY SCREEN "

```

```

442 IF sc=5 THEN PRINT AT 12.0
: PAPER 7: INK 0:" Mind the V
enus Fly Traps "

```

```

443 IF sc=11 THEN PRINT AT 12.
0: INK 0: PAPER 7:"Watch out,you
go half the speed!"

```

```

444 IF sc=16 THEN PRINT AT 12.
0: PAPER 7: INK 0:" Mind th
e robot traps "

```

```

445 IF sc=18 THEN PRINT AT 12.
0: PAPER 7: INK 0:"You must have
skill to succeed!"

```

```

450 BEEP .2.4: BEEP .2.0: BEEP
.2.4: BEEP .4.7

```

```

460 RANDOMIZE sc

```

```

470 PAUSE 150: CLS : IF sc/5<>I
NT (sc/5) THEN LET ws="AA"+FN s
$(2)+"AAAAAAA"+FN s$(1)+"AAAAA
"+FN s$(4)+"AAAA"+FN s$(6)+"AAAA

```



ROCK FALL

BY ANDREW CLAPHAM



```

": FOR n=0 TO 21: PRINT AT n,0:
INK 2: PAPER 1:w$: NEXT n
480 IF sc>1 THEN DIM w$(32): P
RINT AT 10,0:w$:AT 11,0:w$
485 FOR m=NOT (sc>4) TO 2: FOR
n=1 TO 12+sc*m
490 LET x=INT (RND*10)*2: LET y
=INT (RND*16)*2: IF x=10 THEN G
O TO 490
495 IF m=0 THEN PRINT AT x,y:
INK 4: BRIGHT 0:"FG":AT x+1,y:"R
S"
500 IF m=2 THEN PRINT AT x,y:
INK 6:"FG":AT x+1,y:"HI"
520 IF m=1 THEN PRINT AT x,y:
PAPER 1:" ":AT x+1,y:" "
530 NEXT n: NEXT m
540 FOR n=1 TO 5
550 LET x=INT (RND*10)*2: LET y
=INT (RND*16)*2
560 IF x=10 THEN GO TO 550
565 IF ATTR (x,y)=71 THEN GO T
O 550
570 PRINT AT x,y: INK 7: PAPER
0: BRIGHT 1:"JK":AT x+1,y:"LM":
NEXT n
580 LET h=10: LET p=0: LET oh=h
: LET op=p: LET mh=10: LET mp=30
: LET omh=mh: LET omp=mp
590 LET md=1
700 LET g=0: LET air=200-(sc*25
): IF air<60 THEN LET air=60
710 GO SUB 1000
720 GO SUB 2000
730 DIM x(4): DIM y(4): LET x(1
)=-2: LET y(2)=2: LET x(3)=2: LE

```

```

T y(4)=-2
740 IF sc<11 OR sc>14 THEN GO
TO 770
750 GO SUB 3000: GO SUB 2000: G
O SUB 3000: GO SUB 2000: GO SUB
4000: GO SUB 1005
760 GO TO 750
770 IF sc<16 OR sc>25 THEN GO
TO 800
780 FOR u=1 TO 4: GO SUB 2000:
GO SUB 3000: GO SUB 4000: GO SUB
1005: NEXT u
790 GO SUB 9000: GO TO 780
800 GO SUB 2000: GO SUB 3000: G
O SUB 4000: GO SUB 1005
810 GO TO 800
1000 PRINT )0:AT 1,0:"SCR ":s:TA
B 10:"LVS ":l:TAB 16:"SCRN ":sc:
TAB 24:"AIR ":air:AT 0,0:"
HIGHSCORE ":hs
1001 RETURN
1005 PRINT )0:AT 1,4:s:AT 1,28:a
ir:" "
1010 LET air=air-1: IF air<15 TH
EN BEEP .1,30
1020 IF air<=0 THEN FOR z=1 TO
15: BEEP .1,30: NEXT z: GO TO 60
00
1030 RETURN
2000 PRINT AT oh,op:" ":AT oh+1
.op:" ":AT h,p: INK 5:"BC":AT h
+1,p: INK 4:"DE":AT omh,omp:" "
:AT mh,mp: INK 7:"NO"
2010 LET oh=h: LET op=p: LET omh
=mh: LET omp=mp
2020 RETURN

```

SPECTRUM 16/48K

```

3000 LET nmd=md+1: IF nmd=5 THEN
  LET nmd=1
3010 LET nmh=nh+y(nmd): LET nmp=
mp+x(nmd)
3020 IF nmh<0 OR nmh>20 OR nmp<0
  OR nmp>30 THEN GO TO 3500
3030 IF SCREEN$ (nmh,nmp)<>" " T
HEN GO TO 3500
3040 LET md=nmd: LET mp=nmp: LET
mh=nmh: GO TO 3600
3500 LET nmh=nh+y(md): LET nmp=m
p+x(md)
3510 IF nmh<0 OR nmh>20 OR nmp<0
  OR nmp>30 THEN GO TO 3550
3520 IF SCREEN$ (nmh,nmp)<>" " T
HEN GO TO 3550
3530 LET mh=nmh: LET mp=nmp: GO
TO 3600
3550 LET md=md-1: IF md=0 THEN
LET md=4
3600 IF ABS (omh-oh)<4 AND ABS (
omp-op)<4 THEN GO SUB 8500: GO
TO 6000
3610 RETURN
4000 LET nh=h+((INKEY$="a")-(INK
EY$="q"))*2: LET np=p+((INKEY$="
n")-(INKEY$="n"))*2
4010 IF nh<0 OR nh>21 OR np<0 OR
np>31 THEN LET nh=oh: LET np=o
p
4020 IF ATTR (nh,np)=78 THEN BE
EP .01,12: LET nh=oh: LET np=op
4030 LET h=nh: LET p=np
4040 IF ATTR (h,p)=71 THEN FOR
n=1 TO 5: BEEP .01,n*5: NEXT n:
LET g=g+1: LET s=s+5: IF g=5 THE
N GO TO 8000
4045 IF ATTR (h,p)=12 THEN FOR
n=1 TO 5: BEEP .05,10: BEEP .05,
0: NEXT n: GO TO 6000
4046 IF ATTR (h,p)=85 THEN FOR
n=20 TO 0 STEP -1: BEEP .001,n:
NEXT n: GO TO 6000
4050 IF oh<>0 AND oh<>20 THEN I
F ATTR (oh-1,op)=78 THEN GO SUB
8500
4100 RETURN
4500 PRINT AT oh-2,op:" ":AT oh
-1,op:" ": FOR n=h TO 18 STEP 2
4510 PRINT AT n,op:" ":AT n+1,o
p:" ":AT n+2,op: INK 6:"EG":AT
n+3,op: INK 6:"HI"
4520 BEEP .01,(20-n)*2
4530 IF n=4=omh AND op=omp THEN
  FOR q=69 TO 0 STEP -5: BEEP .00
5,q: NEXT q: FOR q=0 TO 69: BEEP

```

```

.005,q: NEXT q: PRINT AT omh,om
p:" ": LET s=s+100: LET mh=0: L
ET omh=0: LET mp=14: LET omp=14
4540 IF n<18 THEN IF SCREEN$ (
n+4,op)<>" " THEN GO TO 4600
4550 PRINT AT oh,op:" ":AT oh+1
,op:" ":AT h,p: INK 5:"BC":AT h
+1,p: INK 4:"DE"
4560 NEXT n: LET n=18
4600 PRINT AT n+2,op: INK 6:"FG"
:AT n+3,op: INK 6:"HI"
4610 IF n+2=oh THEN LET oh=h
4620 RETURN
6000 PRINT AT oh,op:" ":AT oh+1
,op:" ":AT h,p: INK 5:"sh2sh7":
AT h+1,p:"sh2sh7": FOR n=69 TO 0
STEP -2: BEEP .01,n: NEXT n
6010 LET l=1-1: IF l=0 THEN GO
TO 7000
6020 GO TO 430
7000 BEEP .5,0: BEEP .5,0: BEEP
.25,0: BEEP .5,0: BEEP .5,2: BEE
P .25,1: BEEP .5,1: BEEP .25,0:
BEEP .5,0: BEEP .25,-1: BEEP 1,0
7010 LET a$=" " G A M E O
V E R "
7020 FOR n=1 TO LEN a$: PRINT AT
10,n-1:a$(n): BEEP .005,60: BEE
P .005,10: NEXT n
7030 BEEP .5,-48
7035 IF s>VAL h$ THEN LET h$=ST
R$ s
7040 PAUSE 200: GO TO 170
8000 BEEP .2,12: BEEP .2,7: BEEP
.2,9: BEEP .4,11: BEEP .1,9: BE
EP .3,11: BEEP .4,12
8010 FOR n=air TO 0 STEP -3: LET
s=s+3: BEEP .003,n/4: PRINT )0:
AT 1,4:s:AT 1,28:n:" ": NEXT n:
LET sc=sc+1
8020 GO TO 430
8500 LET dy=omh*8-h*8: LET dx=om
p*8-p*8: FOR y=175-h*8 TO 175-h*
8-8 STEP -2: PLOT p*8+8,y: DRAW
dx,-dy: BEEP .01,RND*50: NEXT y:
RETURN
9000 LET x=INT (RND*16)*2: LET y
=INT (RND*11)*2
9010 IF ATTR (y,x)=71 OR (y=mh A
ND x=mp) OR (y=h AND x=p) THEN
RETURN
9020 PRINT AT y,x: INK 5: PAPER
2:"TT":AT y+1,x:"UU"
9030 RETURN
9999 DEF FN s$(s)="AA" AND sc<=
s)+(" " AND sc>s)

```

THE GREAT C&VG COVER-UP!



SPECTRANA



CATERPILLAR



TIMEBOMB



POWERBOAT



ROCKFALL

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